

NEW INSIDE: C&VG/DAILY MIRROR
TOP 30 GAMES!
ATARI VCS systems plus games to be won
in our great ACTIVISION contest!!
GAMES for the SPECTRUM, BBC, COMMODORE 64 and many



**COMMODORE 64** STING 64 E7

Author: Anton Hinxman
Hive-cave action!
Bertie Bee needs help
defending the hive. Fight off
the invading swams, battle
the bees and defend your
Queen!

# COMMODORE 64 BUGABOO (THE FLEA)

Author: Indescomp Itchy action! Jump your way out of the caves with Bugaboo the flea but beware of the fearsome Dragon as you jump around the exotic vegetation.

# 48K SPECTRUM RAYMOND BRIGGS' THE SNOWMAN £6.95

Author: David She An enchanting game based around episodes of Raymond Briggs' amazingly successful book.

# 48K SPECTRUM ANT ATTACK £6.95

Author: Sandy White Battle the Ants in the soft solid 3D city of Antescher.

48K SPECTRUM
DRAGONS BANE 26.95
Authors: M. Preston,
P. Hunt, R. Rose, D. Moore.
A mythical graphic
adventure in the dark and
deadly halls of Earthstone
Castle. Battle Dragons,
Vampires, Sphinx, Zombies,
Skeletons, Gryphons and
other legendary beasts to
rescue the beautiful Princess
Paula.

# 48K SPECTRUM FRED £6.95

Author; Indescomp
Action beneath the
Pyramids!
Fearless Fred the Intrepid
Archaeologist searches the
torrid tomb of 'Tootiecarmoon'
for the terrible treasures
amidst monstrous mummies,
ghastly ghosts, bats and rats!

48K SPECTRUM TIME GATE Author: John Hollis 26.95
COMMODORE 64 PURPLE TURTLES Authors: Mark & Richard Moore 27.95
VIC 20 + 3K or 8K RAM SKYHAWK Authors: Steve Lee/Chartec 27.95
DRAGON MINED OUT Authors: 1 & C Andrew/Incentive 25.95
BBC MODEL THE GENERATORS Author: Dave Mendes 25.95

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Quicksilva programs are available from: Boots, W.H. Smiths, J. Menzies, Microdealer, HMV, Hamleys, John Lewis, Computers for Ali and all reputable specialist computer stockists.



Cover illustration and **lettering:** Jerry Paris

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We take a look at an adventure series that has left Apple owners spellbound. BUGS More madness in the micro. PUZZLING Trevor Truran tries to warp your brain again! HALL OF FAME Are you a games wizard? Find out here.

ADVENTURE Keith Campbell journeys into more weird and wonderful worlds. Turn on, plug in, add on and read all about it!

BUG HUNTER

### LISTINGS

THE TOWER/SPECTRUM Kings, wizards, goblins and other odd characters fight it out in a lost fantasy world discovered somewhere in the heart of a 48k Spectrum. MICROPOLY/SPECTRUM So you want to be a millionaire? Then start here! Try out your business brain on an adaptation of the famous property purchasing board game you've all played on rainy afternoons. For Spectrum specula-RISING DAMP/ATARI Not so much a TV show, more a plumbers nightmare. Floodwater is

filling up your country mansion and you are escaping up the stairs when you remember the Thing in the attic! Can you save your Atari from a watery grave?
KRAZY KONG/VIC 20

Arcade action with that great ape and all his friends! Take on the giant gorilla with your Vic-20 plus 8k expander.



IME MACHINE/CMB 64 Travel through time on your CBM-64 and survive the perils of this unorthodox method of getting around. And you might even get to 

Maze men get your skates on. Here comes Dotty, the BBC's answer to the little yellow munching character to be found in every arcade around the world. Why feel left out, grab a bite today!

PRISON RUN/ 

If you own an Oric 1, then something has been missing from your life until now that is. Here they come — the one and only ugly alien invaders! Blast them quick!

### IEWS S E

GAMES NEWS Well, just what has been going on in Cricklewood? And who is the Electronic Jogger? And why is Eskimo Eddie afraid of penguins? All is revealed in these pulse pounding pages. **REVIEWS** 

We take a look at Matthew Smith's latest winner, Jet Set Willy — what Miner Willy did after Manic Miner!

ARCADE ACTION

Another issue, another show. We visited the ATEI show to discover more hot new games waiting to take your local arcade by storm. Find out about Space Ace and TX-I.

**IDEO GAMING** £1,000 worth of Atari video games systems and cartridges to be won in our great Pitfall II contest. And find out more about this award winning Pitfall game, featuring the lovable Pitfall Harry, by ace US designer, David Crane.

**VENTURE EXTRA** The first in our new bi-monthly review section just for Adventurers

NEXT MONTH





# nel LAMA has LANDED! . and it's breeding fast.

Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff 'Awesome' Minter. Lesser mortals could only sit and stare in wonderous rapture at the furry arcade action brought to you by Llamasoft.

### BUT NOW THERE IS HOPE.

Dragon owners were the first to see the light of day, but now Salamander Software is pleased as punch to announce that selected titles

### ARE NOW AVAILABLE FOR THE 48K SPECTRUM.

Yes that's right, Salamander is now producing titles for the Spectrum, and the first of these are two great arcade games. . . .

### METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

On a forlorn observation post at the edge of the galaxy, the Metallamas wait for a sign of Zzyaxian spaceships. Suddenly the alarm claxons blare, and the furry friends of freedom rush to the fore only to find that there are no attacking spaceships, and that they are under attack from Cyborg Arachnid Mutants and Disgusting Weeviloids. . . .

This classic arcade game, originally developed by Jeff 'Awesome' Minter of Llamasoft, features 1 and 2 player options, spitting Llamas, Cyborg Arachnid Mutants, Disgusting Weeviloids, 99 levels of play. Joystick recommended. Supports Spectrum ZX Interface 2 and Kempston joysticks.

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The awesome sequel to the best selling Gridrunner, Matrix features all the old favourites like Droids and Zappers, but increases the panic quotient by adding Diagonal waves, Cosmic Cameloids, Energy deflexors, the Snitch and more.

Game originally developed by Jeff 'Awesome' Minter of Llamasoft. Joystick recommended. Supports Kempston and AGF joystick interfaces.

In space, only the camels can hear you scream.

What some famous people have said . . . "What's an arcade game …………………………………………… Aristotle "Awesome" Jeff Minter 🕨 "Boing"

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**DRAGON 32 TITLES** Gridrunner £7,95 • Laser Zone £7.95





### ABOUT THE ATARI

Dear Sir,

With regard to John Keogh's letter in the March edition of *C&VG*, I have no wish to complain, only to elaborate on a point he raised.

In his letter he mentioned that the Atari computers have over 1,000 items of software. But — and let's face it, it is a big but — how many of these items can we Atari users actually afford? I would say that around 90% of this software is American and therefore expensive.

This brings me to my second point. Actually this is more of a plea to the best of the English software houses e.g. Ultimate, Ocean etc. It has been proved by a few software houses that Atari Software can be sold at reasonable prices. Imagine and English Software, to name but two, have done just that.

So why is there still a drastic shortage of cheap software for the Atari? I agree that a few Atari owners think that if it's under £20.00 then it's not worth buying and more fool them for missing out on excellent American-quality games, like

Gridrunner and Diamonds.
But most of us are more than willing to buy cheap software even if it isn't American quality. So come on all you software houses, give us some good, reasonably priced software — you can be sure of our support because we just can't afford to pay £30.00 a go.

And a word to all you Atari owners. If we get the support from these software houses then we must buy their goods, and the more English software we buy may encourage the Americans to drop their prices. For instance, Centresoft have just halved the price of Zaxxon and others will follow if their

sales drop because we are buying English goods.

Please support the existing and the new Atari software. Co-operation between users and software houses leads to more software and ultimately to more people being persuaded to buy the machine.

The Spectrum is a case in point, so let's make the Atari a best-seller. The fate of the machine lies in our, and the software houses, hands.

Alan Pashby,
Bransholme,
Hull.

# COMMODORE QUESTION. . .

Dear Sir,
I own a Commodore Vic-20
and later I hope to own a
Commodore 64 or a BBC.
Please could you tell me, if I
had a Commodore 64 and I
bought a book with Vic-20
games in it, could I use them
on my Commodore 64 without
changing anything in the
listings? Also, would the
games be better or the same
on the Commodore 64?
Nigel Pearce,
Dudley,

West Midlands.
Editor's reply: I'm afraid that you wouldn't be able to take Vic-20 programs and run them on your CBM 64, Nigel. Some Basic Vic programs which don't use Peeks or Pokes may be OK, but for the most part you'll probably have to convert the listings to run on your

### EXPANDING PROBLEMS

Dear Sir,
I recently bought a software
tape called *Myriad* from
Rabbit Software for my Vic20. The tape requires a 3k
memory expansion which I
do not have. I do however
have a 16k expansion and
thought that, as 3k is less than

16k, it would run on a Vic + 16k.

It didn't. I have now discovered that when you expand the Vic above 6.5k the memory and screen locations change which is why it won't run with my expansion. So now I am stuck with a tape that I cannot play and, as 3k memory expansions cost over £25, I do not feel inclined to buy one just to play this game on it.

What I want to know is: is there any way I can play Myriad on my Vic + 16k? Does this exact memory

rule apply to all other Vic

tapes as well?
Michael Brown,
Helston,
Cornwall.
Editor's reply: I hope you haven't wasted your money on your Myriad game. I may be able to help you change your 16k RAM cartridge into a 3K RAM cartridge. It has a slim chance of working so fingers crossed and here we go:-

POKE 641,0:POKE 642,4: POKE 643,0: POKE 644,30: POKE 648,30:SYS 64824

## BAD NEWS FOR VECTREX

Dear Sir,
I am writing in reply to S.
Hansford's letter about the
Vectrex Games System. The
instructions for Minestorm
definitely have an error in
them because I have reached
Minefield 64 and no new
universe has appeared.

There is also a very large bug in Fortress of Narzod. When I reached the Mystic Hunter with five lives left and killed him, I got an infinite number of lives! This carried on for I don't know how long but I managed to reach level four before I had to go for my tea. When I came back the machine had reset itself!!

Also on Scramble, when

you are going through parts of the maze, you can bomb through the walls.

Vectrex games are even better than ColecoVision games for discovering bugs!

When will the Vectrex carrycase, 3D Imager and Computer adaptor be brought out?

M. Bocock

M. Bocock, Louth, Lincs

Editor's reply: In fact Vectrex is being pulled out of the UK market and will only be available as long as present stocks last. This means that there won't be a carrycase, 3D Imager or computer adaptor.

## KEYBOARD CONTROVERSY

Dear Sir. I am very tired of hearing people criticise the Spectrum keyboard. Look at the Jupiter Ace or the Aquarius or even the CGL M5. Their keyboards are made of rubber and they are worse to type on - apart from the CGL M5 — yet I haven't heard any reviewers calling these keyboards "dead flesh" yet! James Mitchell. Haywards Heath West Sussex

## PLEA FROM THE POCKET!

Dear Sir,
I am writing to tell you about
a problem I am sure many
people have. You buy a new
computer game, take it home,
load it and find out that you
could have written a better
program yourself! However,
this is not so in all cases.

Silversoft print a picture of the game as it is seen on your TV on the back of the cassette. Why don't other companies do this?

Greg Robertson,
Dundee,
Scotland



With the vast range of games now available for home computers each holds a different challenge. Now there are three Competition-Pro Joysticks in the Kempston range that will come to your aid and improve your playing capabilities. Your movements will become quicker, with finger poised over the fire button at the ready, your scores will be out of this world. Playing will be so much easier! If you're serious about the challenge your computer presents then you shouldn't be without a Kempston Competition-Pro Joystick.

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Rubber return for smooth control \* Rubber protector pads on base \* Base fire bar for left or right hand control \*

### PRO 3000



All the winning features of the Pro 1000 plus top fire button for precision one handed play \* trigger fire button for true arcade realism \*

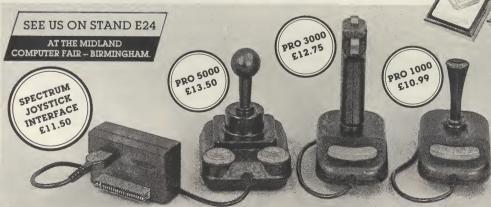
Again all the winning features of the Pro 1000 but incorporating true craftsmanship plus large 1 1/4" control knob for comfortable play \* Unique tapered shaft for maximum sensitivity \* Dual independent fire buttons \* Nylon covered steel shaft for maximum robustness

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Some games you can buy were produced before Joysticks were available for the ZX Spectrum. With the aid of Kempston conversion tapes these games can now be played with any of

the Kempston range of joysticks



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### CONVERSION TAPE III

Converts: Ah Diddums, Jumping Jack, Molar Maul, Androids, Horace And the Spiders, Space Raiders, Winged Avenger, Muncher.

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# HINTS FOR SPECTRUM!

Dear Sir, Here are some hints for the Spectrum's ROM which should be very useful to your

readers.
The ZX Spectrum's ROM
contains some routines which
can be very useful in your
programs.

Free memory (16-48K): PRINT 65536 — USR 7962; "bytes."

RANDOMIZE USR 3280 : Scrolls whole page up one

RANDOMIZE USR 3330: Scrolls whole page to first

RANDOMIZE USR 3582 : Scrolls whole page up one line. (BORDER!)

RANDOMIZE USR 3583: Scrolls half bottom page up one line. (BORDER!) RANDOMIZE USR 3652: clears half bottom page. (BORDER!)

POKE 23292,X affects scroll. (see Sinclair manual, Chap. 15 Page 106)

Change cursor: (upper/lower case)

This depends on the  $4^{\circ}$  bit of FLAGS 2 at address 23658. POKE 23658,0: gives lower case, $4^{\circ}$  bit = 0

POKE 23658,8 : gives upper case,4° bit  $\times$  1

RANDOMIZE USA 4317: changes caps to lower case, and vice-versa.

POKE 23617,236: to have a? during inputs.

Protections:

POKE 23659,0: Disabling the BREAK key, but the program can't produce reports! (no stop, no bug..)

POKE 23606,X: deteriorates character set. (X=76/92/108/111/164...)

X=0 restores normal character set. Try also with 23607 POKE 23756,0: the first line will become line ZERO. Another method for your

2 REM !!!!!!!!!!!!! LINE ZERO

A new kind of DRAW can be obtained with the X coordinate of last point plotted

at address 23677 and the Y co-ordinate of last point plotted at address 23678. Save memory: Change 0 for NOT PI; for SGN PI; 3 for INT PI. Use VAL "number" for the other numbers. 1000000 becomes VAL "1000000" or better VAL "le6" Change also PRINT AT X,0:"32 spaces" by PRINT AT X,0;,, New: RANDOMIZE USR 0: resets all the Spectrum, including U.D.G. POKE 23755,100: the program disappears... POKE 23755,0: and it comes back (and stays.) RANDOMIZE USR 1331: exploding BORDER, it will stop with the BREAK key Stéphane Moureau



Quickshot II

### SEARCH FOR THE STICK . . Dear Sir,

I would like you to give your opinion on the Slik Stick because I'm thinking of buying a joystick and just wondered what you thought about it. If it's not all that good, I will consider buying the Quickshot or Quickshot II. B. Mathaven. Edgware. Middlesex. Editors reply: Here at C&VG we're not great fans of the Slick Stick. Personally I would tend towards the Quickshot II. In fact, there was an extensive review of joysticks in our

March issue which could

to buy.

help you decide which stick

# PENETRATOR OBSERVATION

Dear Sir,

I have a Sinclair Spectrum and am writing about the game *Penetrator* by Melbourne House.

On this game one can thrust and brake, but on the fifth stage, when one brakes and attempts to bomb the neutron bombs, it is not possible to hit the target accurately because of the scrolling system.

Also on one's way back through the stages, flattening out the landscape and maintaining the firing from the bottom of the screen at stage 2, the points increase even if one does not fire. The rockets and radar stations blow up as well!

Good advice to anyone managing to get to the fifth stage of *Penetrator* is not to brake right back to the edge of the screen.

Richard Wilkinson,

Epsom,

Surrey.

### FIDDLING WITH A 64!

Dear Sir, Whilst experimenting on my Commodore 64, I found out a thing or two:

POKEing 0,89 starts the tape recorder whirring round. Will this do any damage to the datacassette and has it any uses? Oh, and POKE 0,255 stops it from acting in such a way.

While playing around with POKE 56,48 — which limits the memory to around 10K — I found out that POKE 56,10 used with POKE 56,48 then PRINT FRE (0) gives 49K! Is this true or is the computer trying to trick me?

Another thing — using POKE 56,10 on its own without POKE 56,48, I found that I had 509 bytes left! Again is it true? Christopher Payne St Albans Herts

Editor's reply: All you're doing is poking random values into memory.

At certain times during use, the machine will start running the machine code starting from location 0. Because you have changed the value of this location, the computer will run straight through and, it appears, hit the tape loading routine or something which will have this effect, and it appears that this is what you are doing.

What you have done by poking into location 56 is to alter not the amount of memory which the machine has, but the amount which it thinks it has.

### CLUBBING TOGETHER!

Dear Sir, I am considering starting a Spectrum Users, Club in my area.

Are there any legal requirements that need to be met?

Would any software houses be interested in assisting us, giving prizes for local endeavours? Neil Bennett, Barnsley, South Yorks.

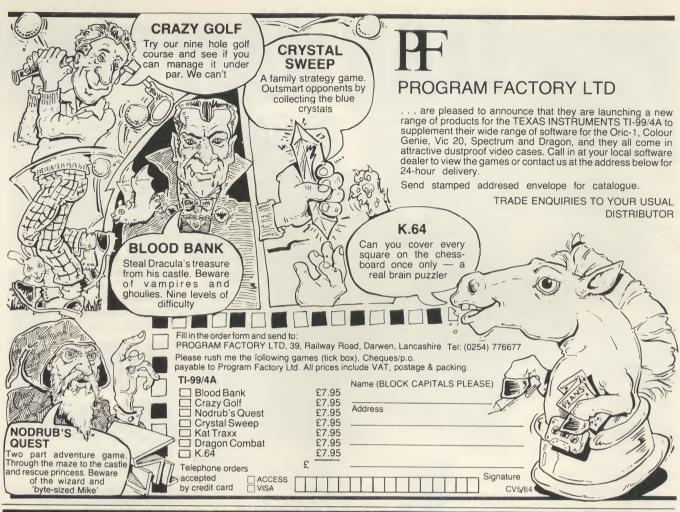
Editor's reply: There are no legal requirements involved in setting up a club and we're sure that if you approach software houses, they will be willing to help you out. How about trying your local computer shop?

# MAKING YOUR MIND UP?

Dear Sir,

I intend to purchase a computer shortly and have narrowed the choice down to either a Sinclair Spectrum or an Oric 1.

How could I enhance the Spectrum's inferior sound quality and would it be possible to connect a joystick to the Oric 1? Trevor Gilmore Ochtrup, West Germany. Editor's reply: I know of several companies who make Spectrum amplifiers - alternatively you can put the Spectrum cassette lead into an ordinary amplifier in a home stereo. Vulcan Electronic produce a joystick interface for the Oric computers.



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# SOFTWARF

Dear Sir,

I have a complaint to make. Recently I bought an Atari 600XL after selling my Atari 400 and found not only that it is tricky to connect to the old 410 Atari Recorder, but it also doesn't accept some of the Atari distributors' software.

Shop assistants don't tell you that most software for the 400/800 won't work on the 600XL. What am I meant to do with my software range three of which won't work on mv XL? Stuart Simpson

Betford. Notts

# **UNFAIR ON** THE UPSTART

Dear Sir,

I am writing to you about Richard Shephard's Urban Upstart. Keith Campbell described it as boring which it is not in the least.

He said that the vocabulary was thin but I have found that it recognises all the useful words, and words like 'chippy' or 'shop' are not recognised as they are not useful to escape from Scarthorpe.

I agree that the graphics are slow building up, but that doesn't bother me. As for the hospital, if you act wisely you won't end up there, but even so I have got out many a time from the maze of the hospital. Keith Campbell obviously did not play Urban Upstart for long enough and the article is therefore an unfair criticism.

Urban Upstart and Invincible Island are in my opinion the best Richard Shephard games out. A Myers, Church Vale. London N2

# DECATHLON CRACK UP!

Dear Sir, After reading the review of Activision's Decathlon cartridge in C&VG (Feb 84), I bought a copy of the game and found it excellent except

for two things.

Playing the game is much too exhausting to be fun, and

no more than one decathlon can be played without the players being too tired to play again. This includes friends as well as myself.

After only a few games of Decathlon, I now need a replacement for my joystick, a Suncom TAC II.

Naturally the breakage of the joystick, which had a good write-up in the March '84 C&VG has left me very annoved, as I have never previously broken a stick - I still have the original Atari joysticks — in the three years I have had an Atari VCS console. I feel therefore that Activision should be taken to task for not realising the havoc their game would cause to joysticks.

I hope that you will be good enough to publish this letter or at least this warning. Danger: Activision's Decathlon can damage your joystick! Dr Ion Heels.

Heath. Cardiff.

Editor's reply: If it's any consolation Jon, we broke one too a week after writing the review. We contacted Activision for their comments and they told us the game should not damage your sticks if you use short tugs back and forth - and don't yank or pull too hard.

# **BEATING THE RECORD!**

Dear Sir, My 'high' score on Jet Pac is very low. What can I do? In desperation I turn to the letters page of C&VG. Here I am advised that listening to music can aid concentration while games playing. I drop the magazine and quickly plug in my Vic, loading Jet Pac, my favourite game.

Five minutes later the screen boasts that it is ready, (first time too!). I rush over to the music centre, put on my favourite record, which just happens to be Touch, and the melodious tones of Annie Lennox flood the room.

So to testing the theory. I started the game and soon cleared the first, easy, screen. By now the record was part way through the second song on the LP. Slowly I worked my way up to the level that always devoured me. It began, the spaceships homed in on me and killed me. I looked over to the record player and the last song on the LP had just finished! I flipped the record over and started again.

A few minutes later I was back onto the killer level, and fortunately there were still a few songs to go. At first Annie Lennox helped me to relax and I actually managed to kill three aliens! WOW! That guy really knows what he is talking about. But suddenly, Annie started to sing my favourite song on the LP and I just had to stop playing the game and join in the song. This ruined the little concentration that I had and once again I was obliterated.

I would be most grateful if these unhelpful souls would keep their stupid ideas to themselves. After all, all they want is their names printed in C&VG and, if that was my only purpose in writing this letter, I wouldn't go to all the trouble. Or would I? P Knee. Ladvbridge.

# BOREDOM RULES OK?

Dear Sir,

Bolton

Have you ever sat in front of your micro, zapped a few hundred aliens, saved a couple of planets, killed a dragon, looked up and exclaimed, "My God, is that the time!" Yes? Then what follows is for you.

Controversy surrounds computer gaming. Many people — especially the older section of our community — regard video games as time wasters and relative life shorteners. They have a point. Hours do seem like minutes when you're climbing ladders and having barrels rolled at you by a gruesome gorilla or clearing the galaxy of cosmic firebirds.

However, with careful use, your computer can relatively lengthen your life to make minutes seem like decades. If you would like to seem to have lived forever, then follow my tips on how to use micros to the least of their potential.

Firstly, make sure that you buy a boring computer.



Ideally the micro should be outdated and have virtually no software available for it. TRS-80S. MZ80S and Pets are fine. The computer you buy should also be a black and white one, have no sound facilities and virtually no graphics - the ZX81 is a fine choice. These precautions will ensure that whatever program you run on your micro cannot possibly excite you.

Once you have equipped yourself with a suitably redundant computer, your choice of software is important. Make sure that any software you buy is in a plain cover - too many cassette sleeves these days are colourful and imaginative not what we want.

There are a number of old software chestnuts that any self-respecting boredom seeker cannot afford to do without. For example, computer Hangman. The best versions of this well worn wonder for our purposes are those which give the computer a vocabulary of about five words - dog, cat, shoe, bee and door should be boring enough.

Versions allowing you to define your own naughty words are not to be recommended. If you cannot find a version which dispenses altogether with the graphic hanging of the man, then find one which uses the graphics ability of your micro to the minimum.

Early software for a particular machine is usually acceptable since these games were rushed out at short notice for quick profit.

If you find a version of Hangman fitting all the above there are plenty about you can happily turn minutes into millennia.

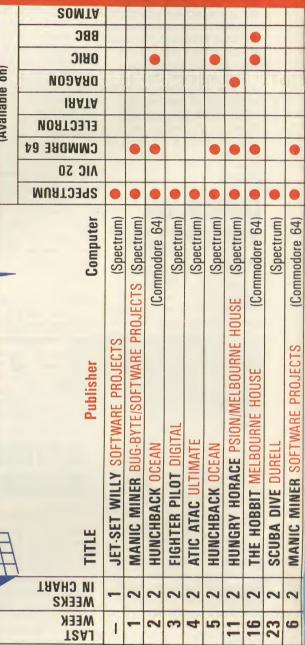
The future for life lengtheners, however, looks bleak. The computer games industry seems to have finally woken up and realised that it cannot survive on variations of old themes. But rest assured that for years to come boring people will be selling boring games and using micros to the least of their potential. Until this breed finally gets chocked off, Star Trek lives on . . . Tim Boone, Lordshill. Southampton.

NN

I







MEEK

9

DIGITAL







(Spectrum) (Commodore 64) (Spectrum)

(Spectrum)

(Spectrum) (Spectrum)

NIGHT GUNNER DIGITAL INTEGRATION

**ALCHEMIST IMAGINE** 

JET PAC ULTIMATE

PILOT 64 ABBEX

29

CHEQUERED FLAG PSION

(Oric)

WIZARD AND THE PRINCESS MELBOURNE HOUSE (Vic 20)

**ZORGONS REVENGE 1.J.K** 

SPACE PILOT ANIROG

(Commodore 64)

(Commodore 64)

(Spectrum)

THE HOBBIT MELBOURNE HOUSE **MUTANT CAMELS LLAMASOFT** 

MANIC MINER SOF

Spectrum)

(Commodore 64)

CRAZY KONG INTERCEPTOR BLUE THUNDER R. WILCOX

ANT ATTACK QUICKSILVA

(Commodore 64)





-ook out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.

Plus the complete Top 30' in Computer & Video Games at your newsagent on the Information compiled by N.O.P. Market 16th of every month. Research Ltd.

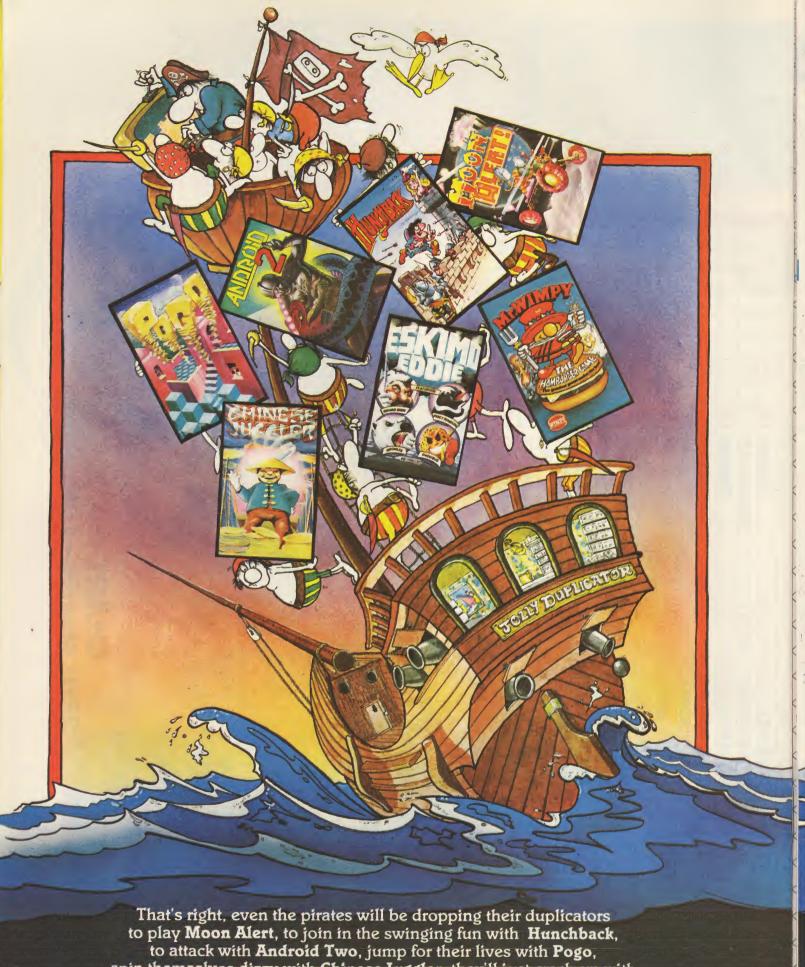
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MICRODEAL PRESONAL

28th March—10th April CHART No. 2:



That's right, even the pirates will be dropping their duplicators to play Moon Alert, to join in the swinging fun with Hunchback, to attack with Android Two, jump for their lives with Pogo, spin themselves dizzy with Chinese Juggler, they'll just crack-up with Eskimo Eddie's Arctic action and there will be no stopping the captain once he gets his hook on Mr. Wimpy that zany burger battle. Even the most cunning of pirates will find the exploits of Gilligan's Gold giving him fever and if they are still game for action then the excalibur's magical powers in Cavelon will improve even the sharpest of swash-bucklers. They'll all be fighting to save the beautiful maiden in the chart-



# COMPETITION COMPETITION COMPETI

### FEELING ADVENTUROUS!

In January you were asked to come up with an Adventure plot to fit a map of 19 locations and a list of objects, printed in the Book of Adventure.

The map suggested the setting to be a school for boys, near a village in the heart of the English countryside. And, of course, most of you wrote an adventure plot with just such a theme.

The task of picking a winner from so many widely differing plots and methods of presentation seemed to cry out for a panel rather than just one judge, so I called in a team of Adventurers well-qualified in matters educational: Ruth Campbell — schoolteacher, Veronica Campbell — 3rd year schoolgirl, Neil Campbell — 5th year schoolboy, and Keith Campbell — very-ex-schoolboy and not-so-ex school governor.

In judging the entries, we came across a diversity of objectives, from having a midnight feast to finding your report card and burning it; from rescuing a kidnapped sheik's son to being expelled from the school; from unravelling the secrets of The Black Rectory and destroying an evil character named Harlequin to finding the school cat.

The school cat featured heavily in most of your entries, and was often used to scare Matron off, who, many of you decided, had cat-phobia! The bunsen burner was put to good use too — sometimes to warm up invisible ink!

Entries came from as far afield as Reykjavik and Italy, and many were excellent, being well thought out and carefully presented. We particularly liked one from K. P.

Durnall of Walsall, set in Toffums Private School for Executive Personnel, inspired by Winkler Watson's comic exploits. Also appealing was the entry from Robin Hammond of Letchworth, whose plot was centred around you (Watkins) being seriously ill, and accused of doing away with the school cat. The objective here was to drag yourself from your sickbed to find the cat and thus prove your innocence. Yet another outstanding entry came from Robert Moss of Basildon, with a tale of the boous teacher Harlequin, and an empty school. . . .

But unfortunately there can only be one prize, and so to the above readers we are sending consolation prizes of a *C&VG* t-shirt.

The winning plot concerns a raid by the terrors of St. Trinians on that last bastion of male chauvinism — Greyfriars School. The school's last hope, Watkins Minor has been captured by Matron, (really an old girl — Germaine Greer — in disguise). You, Billy Bunter, must rescue him, for he has information that is needed for a successful counter-attack. The rest of the gang — Watkins Male Supremacy Vigilantes, are waiting outside the school tuck shop for you to do your job . . .

The Mattel Intellivision machine and cartridges go to Carrick Thomas of Paisley, Renfrewshire, who came up with what we thought to be the most original plot, which contained all the conditions for each of the problems, and was laid out in detail, location by location.

# FALSE ARREST WHO DUNNIT?

The police quickly got to the root of the matter and this is how it happened: 'Ammer loaded the van and told one truth and one lie.

Basher grabbed the goods and told two

Clogger drove the van and told two lies.
Congratulations to the six winners of
Trevor Truran's brain teaser who will
each receive an XL25, courtesy of

Vulcan Electronics.

They are: Stuart Clarke, Notts; C J Lisle, BFPO 16; Mrs I M Keefe, Surrey; Mr T P Benton, London; A N Malster, Nottingham and Stuart Clydesdale from Dumbarton. Finally it happened. Someone unlocked the cupboard, the Bug Hunter escaped and hasn't been seen since!

The question was 'Who Dunnit'? We printed a copy of the fingerprint found on the cupboard door and asked you to come up with the name of the culprit.

The villain was SMILEY and search parties are out looking for him. In the meantime, congratulations to the ten winners who have won a games tape for their micros. They are:

Neil Brannelly, Merseyside; Wido Sparling, Holland; Michael Mann, Essex; J. Virdee', Berks; Mitchell Reynolds, Solihull; Andrew Forrest, Lancs; Aiden White, Surrey; Mr K J Whitefield, Kent; Jorgan Kirksaether, Norway and Detlef Wacker from West Germany.

### CHESS MASTER

"Where are you going?" shouted the Red Queen. "I'm off to find the White Knight", replied Alice, "I must find out what these micro-computers are." And off she went, hand in hand with the White Knight.

In our November '83 issue, we asked you to dream up a fantasy adventure game using the theme of a chess board, just as Lewis Carroll did in Alice's adventures Through the Looking Glass.

Contemporary Chess Computers offered as first prize the new Ambassador chess computer, with chess software going to the five runners up.

A lot of hard work went into this competition with some very imaginative entries, but one clear winner emerged—Robert Hodge from Lancashire.

Well done Robert — an Ambassador is on its way.

The five runners-up are: Gerald S Hughes, West Midlands; Simon Doyle, West Glamorgan; Chris Stangroom, Surrey; Mr R Stewart, Edinburgh and Mr A B Ellis from Chelmsford.

### **POOR PEDRO!**

Pedro's the name and Pedro's the game and there's over £2,500 worth of tapes to be won this month.

Imagine have given us 500 tapes of Pedro, 100 each for the Spectrum, BBC, Electron, Commodore 64 and Dragon and this month the competition is open to everyone regardless of area.

Pedro once led a happy and peaceful existence pottering around his garden until one day he woke up to the fact that all his flowers were being eaten by scavenging animals. Enraged, he leapt to the defence of his flowers and now spends his time stamping out the undesirables and shooing away a persistent tramp who's out to steal his seeds. Can you help poor Pedro save his garden?

If you think you've got green fingers and want to play Pedro, swap your spade for a pen, fill out the coupon and hot-foot it down to the post office. Remember the first 100 entries for each micro will receive a copy of the game. send in your coupon, marked Pedro and the type of micro you own to *Computer and Video Games*, 8 Herbal Hill, London, EC1R 5EJ.

Name:		$\triangle$
Address:		$\triangle$
		$\triangle$
1	·····j	$\wedge$
Micro your own:		$\overline{\wedge}$

COMPETITION

CUMPETITION COMPETI

# MPETITION COMPETITION COMPET

### THE SUPER-**SLEUTHS** $oldsymbol{REVEALED!}$

So now we know who the super-sleuths really are! Obviously a lot of hard digging went on in dusty archives to solve the questions on Sherlock Holmes set by Keith Campbell. In fact. Keith says that all the answers are in the Encyclopaedia Britannica.

The ten correct answers are:

- 1. Moriarty.
  - 2. In the coal scuttle.
  - 3. Baker Street.
  - 4. Strand magazine.
  - 5. Medicine.
  - 6. A Study in Scarlet.
  - 7. John H. Watson.
  - 8. In Crowborough, Sussex.
  - 9. A deerstalker.

10. Service in the Boer War (particularly in connection with a field hospital).

The 20 lucky winners will each receive a copy of the Sherlock Holmes Adventure, courtesy of Melbourne House, which is now in the final stage of production. Melbourne House assure us that you'll each receive a copy in the near future.

The 20 super-sleuths are:

Andrew Mountford from Birmingham; Myra Noble, Muswell Hill; Ian Wheatley, W. Sussex; Tony O'Donnell, Yorkshire; Mike Eastgate, Coventry; Dafydd John Llwyd Tudor, Clwyd; Neil Milne, Scotland; R. J. Nicholson, Whitby; Jenny Gybson, Belfast; Hugo Dobson, Gateshead; C. M. Samms Middlesex; M. Gorman, Leeds; M. J. Woodward, Chester; Brian McGovern, N. Ireland; Scott Brookmaw, Bristol; David Justesen, Surrey; R. J. Lynch, Herts; N. Warren, Gwent; John Whiten, Leics and G. J. Suggett from Sussex.

Below is a clue which will go towards helping you solve the mystery of Quo

Turn to page 52 for more information!



# THE ELECTRON SAGA

Remember our Electron competition? Way back in July '83 we asked you to come up with an idea for an original computer game.

Prize for the best idea was to be an Electron computer with runner up prizes of free Bug Byte software.

Sounds easy, right? Wrong - the history of this competition reads like one of Esther Rantzen's worst horror stories of bad service and dodgy deals.

Slight problems like Acorn failing to deliver on the Electron, C&VG's editor leaving and Bug Byte getting caught up in a time warp all pushed the announcement of the winners back further and further

Suffice it to say that the Electron competition was not our finest hour and we apologise to all readers who entered this competition. That grovelly enough,

Despite the problems, the standard of entry was extremely high. The winners selected by Bug Byte were those that "combined imagination and originality with a little constraint, always bearing in mind that we don't write many games for mainframes.".

The winning game was called Librarian - designed by John Reed of Newcastle upon Tyne. The idea of the game is to help Cedric, the librarian, put all the books back on the shelf and avoid the bookworms who are out to get him. It's an entertaining climbing game with an original twist.

The runners-up will each receive a game from the Bug Byte catalogue. They are Ross Fulfor from the Isle of Wight, PR Ambrose of Gillingham, John Woods of London, Adam Ruddle of Peterborough and Stephen Dickinson of Leeds

### AT HOME WITH THE HULK!

How would you like to invite the Incredible Hulk home? He may be a funny colour but he's really quite a nice chap. Just don't upset him and you will be perfectly safe . . .

We've managed to get hold of 25 copies of the very latest Scott Adams Adventure based on the Marvel Comics character The Hulk - and they are all signed by Mr Adventure himself just to make our prizes even more exclusive.

So you want to be the first person on your block to have a Hulk in the house do you? Just answer the questions below, fill in the coupon and send it to Computer and Video Games, Hulk Competition, Durrant House, 8 Herbal Hill, London, EC1R 5EJ.

And remember, we've got five copies each for Spectrum, BBC, Commodore 64, Apple and Atari owners - each signed by Scott Adams himself. So don't delay enter today!

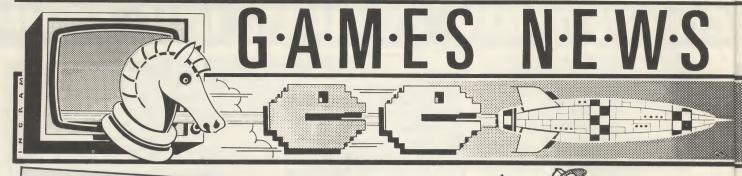
The first five correct answers out of the C&VG memory bin for each micro will win a prize. Closing date for entries is May 16th and normal C&VG competition rules apply.

THE OUESTIONS

- 1. Spiderman's real name is:
  - a) Clark Kent
  - b) Peter Parker
  - c) Matthew Murdock.
- 2. Bruce Banner was turned into the Incredible Hulk by:
  - a) Alpha ravs
  - b) X-rays
  - c) Gamma-rays.
- 3. Which of these Marvel heroes isn't a member of the X-Men?
  - a) Colossus
  - b) Black Panther
  - c) Storm
  - d) Wolverine.
- 4. The Thing's favourite catchphrase is:
  - a) It's clobberin' time!
  - b) Excelsion
  - c) Make mine Marvel!
- 5. Which Marvel hero was frozen in ice at the end of World War Two?
  - a) Captain America
  - b) Iron Man
  - c) Iceman
  - d) Cyclops.

Questions compiled by Philip Morton

information!  JI FORMATTED LISTING FILE: CURRENT WORKFILE   1 FOR A = 1 TO 5:	C&VG INCREDIBLE HULK COMPETITION  1. 2. 3. 4. 5. Name Address  Micro you own (tick box) Spectrum BBC Commodore 64 Atari
COMPETITIO	N COMPETITION COMPET



# HAVE A DOUBLE!

### K-TH

K-tel, one of the record industry's few successful record labels, is about to release its range of double-sided computer games written specially for the Commodore 64.

Their most popular game for the Spectrum, 'It's only Rock 'n' Roll', is a game set in the tough music business. Can you take your band from back street pub obscurity to a gig at Madison Square Gardens? Will you even find an honest manager or a record company to back you? If you have a Commodore 64, you may be able to find out if you've got what it takes!

Another release for the '64 is arcade game, Odyssey. You are the last surviving human in a radiated desert inhabited by lethal robo-crabs. Armed with a laser gun, you have to do the decent thing and blast the robots to smithereens.

Odyssey and It's Only Rock 'n' Roll are available from K-tel for the Commodore 64 and cost £6.95 each.

# MONEY DOWN THE DRAIN!

**PUB QUEST** 

and Eddie will skate right into their waiting mouths.
In the second half of the game, you take the role of Percy the Penguin whom you must defend from the attacks of the evil

Excess alcohol consumption — a subject close to every journalist's liver — is the main ingredient in a new adventure game that promises to have more than its fair share of headaches.

The game begins in your

The game begins in your local tavern, the Chequered Flag. After an evening of fairly serious

you discover you've lost your wallet and the landlord isn't looking at all pleased!

The menacing barman has given you less than three hours to find some money to pay the debt. Confused, and not a little drunk, you remember that you tripped on your way to the pub

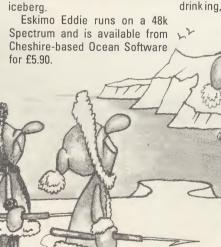
# P-P-P-PICK UP A PENGUIN

### **ESKIMO EDDIE**

Snow, ice and gale force winds are forecast, following the launch of Eskimo Eddie, a chilling new game set in the snowy wastes somewhere north of Watford.

In the first part of the game, Eddie must try to rescue his friend Percy the Penguin who has become stranded in a snow storm and is slowly perishing from frostbite.

His task is made all the more difficult by a pack of patrolling polar bears who guard the top of the ice berg — one wrong step

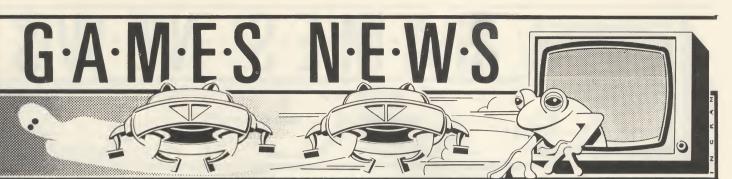


Snowbugs. Your only line of de-

fence is to crush them between

the ice blocks strewn across the





and the money must have fallen through а drain into sewer ...!

Searching through the city's maze of underground is difficult and nasty enough when you're sober - it's almost impossible when you're smashed out of your

If you feel thirsty during your search, you can nip back to the pub for a quick refill but that's another drink on an already expensive slate.

Pub Quest is available from Dream Software, based in Basingstoke, for the Commodore 64 and sells in the shops for

# **CRICKET COMES TO** CRICKLEWOOD CRICKLEWOOD

Cricklewood - not recently known as the haunt of movie stars or TV personalities seems to have become very upmarket again - well according to a new adventure game it has.

The game, The Cricklewood Incident, is set in the dark and forgotten places of north London Neasden tube station and the Dog and Duck in Finchley where few people have ventured.

The game features a cast of thousands. Most of them include very unlikely inhabitants of Cricklewood - Gengis Khan, John Travolta and Superman all make their mark, even the Mr Nasty of Yorkshire cricket, Geoff Boycott, makes a guest appearance.

The game poses some really tough problems that even the most hardened adventurers will find hard to crack — like what time does the laundrette open, or more importantly, what effect does washing powder have on continued world peace?

, These and many other burning questions probably won't be answered in the full blown, noholds-barred version of The Cricklewood Incident, available for your Dragon 32 from Salamander Software.



**AZTEC CHALLENGE** 

Aztec Challenge takes you back in time to the 16th century culture of the Aztecs who, though known for their highly developed civilization, practised human sacrifices to please their numerous gods.

The game places you in the position of a young Aztec warrior who has been chosen to be sacrificed to ensure a good harvest for the following year. The only way to save your life is to prove your worthiness and survive a trial by ordeal.

The first test of bravery is to run the gauntlet of the tribe's warriors who try to kill you with spears and daggers — for the greater glory of the race of course. You will also have to endure swimming across a piranha-filled river, escape a ratinfested temple and run up the side of a terraced mountain.

Aztec Challenge and another new game, Forbidden Forest, are the spearhead of a new range of games under the label of US Gold which hopes to import the best of America's games for the Atari and Commodore 64.

Aztec Challenge and Forbidden Forest are available from Birmingham-based Centresoft led this gap quite well. The game and cost £8.95 on cassette or £11.95 for the disc version.

# **HOW TO BE MASTER OF**

**MASTER CLASS** 

The computer revolution is being given a helping hand by another fast growing home technology the video recorder.

A series of 'how to' video tapes have been released to help people get to grips with their computer in a way that's not possible to do, even with the best of instruction manuals.

The first video for the Spectrum deals with introductory Basic programming, screen and computer layout and construction of simple games programs.

The second tape delves deeper into the workings of the ZX Spectrum. Array handling, strings and animation are discussed in greater detail as well as many other advanced topics.

computer programs recorded onto the video tape. These include games like Hangman and Minefield. Four other Master Class videos deal in the same detail with the Acorn Electron and the BBC micros.

The Master Class tapes are available from most branches of W.H. Smiths or direct from the manufacturers, Holiday Brothers, for an asking price of £19.95.

# TO BE A

### **MILLIONAIRE**

Computer games have always been good at producing simulations of flying a jet air craft or driving a rally car but, up to now, there's been one missing — how to get rich quick.

Millionaire seems to have fil-

places you in the shoes of a young hot shot programmer who wants to start up his own software company. With only £500 to start you off, your task is to build a highly profitable games empire.

The game simulates all the demands of being in Britain's biggest growth industry. You must decide what quality your games are going to be, how long you should spend programming and whether it is wiser to develop new titles or to convert your present titles.

You also have to arrange to borrow money from the bank and, if you're in financial difficulties, you can always pay Honest Harry a visit but - watch out because he will rip you off if he

The game also gives you graphic representations of your sales, profit and turnover figures and even draws a picture of the house you own. The game starts you off in a little terraced house and, if your business becomes a success, you could even end up buying yourself a stately home in the country.

Millionaire is available from Both tapes come with three Reading-based Incentive Software for the 48k Spectrum and costs £5.50.

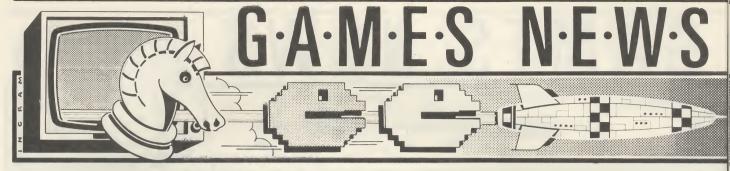
# **MORE AND MORE FOR THE '64**

### COMMODORE

Spectrum owners have had it their way for far too long. Up to now, other micro owners could only look with envy at the huge range of games available for the Sinclair.

But now some of the best known software houses are broadening their horizons and producing their best-selling titles for the other micros — especially the Commodore 64.

Legend — creators of the revolutionary Valhalla — are working. day and night on a '64 version. John Peel, the Managing Director of Legend, is claiming



that the new game is light years ahead of the Spectrum game in graphics and response times.

The Pyramid has already been converted for the Commodore and their newest Spectrum title, Doomsday Castle, is just in the last stages of production and should hit your local branch of W. H. Smith in April.

Furthermore, Fantasy have committed themselves to a policy of making all their future software available across both computers.

Splat! the top selling game from Reading-based Incentive Software has also transferred to the Commodore stable and I'm assured that it hasn't lost any of its frustrating addictive quality during the move.

Ultimate are remaining tightlipped about their plans for the future but they have admitted that several '64 games are in the pipeline.

C&VG's crystal ball is predicting that Jet-Pac will make yet another appearance!

# GOSH GO FOR GOVERNMEN

The controversy surrounding the software piracy debate has become even more heated following the confiscation of an antipiracy system by the government.

The Guild of Software Houses (GOSH) have protested strongly over the Ministry of Defence's action placing a secrecy order on J.L.C. Data's newly developed software protection system.

GOSH is bitterly disappointed by the action — software piracy is costing the industry at least £100 million a year. Nick Alexander of Virgin Games is convinced that it could have saved many of the companies he thinks will go bust this year. "Even big software houses are in danger of going to the wall," Alexander.

GOSH are demanding that the government either release the anti-piracy system or compensate the companies for the lost revenue.

The reason for the MoD's action is thought to be a fear of losing out on information contained in computers. If the system is as good as it is claimed, even the Ministry of Defence won't be able to break in.

The nature of software piracy has changed from being merely a swopping of games between friends to being run by organized criminals who produce counterfeit copies that are almost impossible to distinguish from the originals. This could well be the last straw for struggling companies.



Electronic exercise appeals to me a hell of a lot more than the training shoes and shorts variety. Jogger, for the Vic 20, could make sweat shirts a thing of the

Jogger demonstrates how keeping fit in a big city can be very bad for your health. The game takes you on a training run across a busy motorway in which, predictably, you have to dodge the moving cars and even a few joggernauts perhaps?

If you manage to cross the road without being crippled for life, a large polluted river must be crossed. The only way to reach the opposite bank is to jump onto

the logs floating in the water. If you lose your footing and plunge into the river, the local zoo's escaped crocodiles or the pollution will finish you off.

The longer the game continues, the more breathless you become. What's more, the traffic has started to get worse and don't forget the stopwatch is ticking away.

Jogger runs on the unexpanded Vic 20 and is available from Paramount Software based in Stockton-on-Tees costing

# MINI-DOCTOR **BIDS TO SAVE**

### **MICROROBOT**

Remember the film where a team of doctors is miniaturized and injected into a patient in an attempt to save his life? It was called Fantastic Voyage.

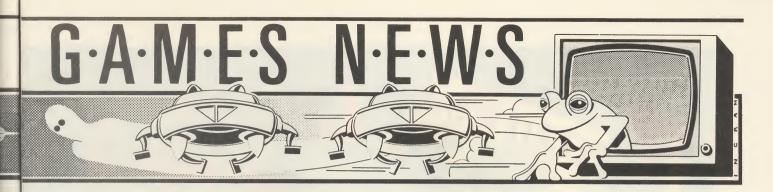
In this new game from Softec, the story line is the same except for one twist - the patient isn't human, he's a robot. You play the part of a 4XTC robot surgeon trained to sort out any robots who have a few screws loose or overcharged chips.

Armed with a Supa Fix-a-Tive gun and stun balls, you are shrunk down to a few millimetres high and injected into the arm of a bugged robot. But the patient is far more damaged than you first thought. Huge areas of his brain are damaged and you'll have to act fast before his restraint circuits breakdown or he could go berserk and kill hundreds of

The most likely place of damage is the pipes carrying lubricating fluid and mezo-plasma. To mend them, you must be carrying the correct fixative in the gun and don't forget you only have a limited supply.

If you become really tangled, you can use the stun balls as a last resort to drive back the nasty

Microrobot is available for the 48k Spectrum from Softec International and costs £5.50.



Spectrum software, undoubtedly the cheapest for any home computer, may take another nose dive during the spring, following Imagine's announcement of startling price reductions on all their Spectrum software.

Imagine have dropped the

retail price of games like Alchemist and Ah Diddums from £5.50 to £3.95. They claim they have dropped prices in the interest of the consumer.

Imagine's public relations representative, Tim Best, said the price cut was being absorbed by the retailers and distributors and that it wasn't a desperate attempt to get the company out of their present financial problems, but a move towards a healthier and profitable games industry.

The price cut follows Im-

agine's loss of a  $f_2$  million contract with Marshall Cavendish to write programs for a partwork magazine which the company are preparing to launch. The games didn't come up to Marshall Cavendish's expectations and Imgine will have to repay the  $f_2^1$  million in a series of monthly instalments over the next 12 months.

The chairman of GOSH. Nick Alexander, forecast "if a price cutting war like the one that took place in the video game market in America happens in Britain, our software industry will be decimated. That can hardly be in the consumer's interest, can it?"

January and February have been very bad for most software companies. Imagine's action is thought unlikely to precipitate a price cutting war, but maybe a stabilising

of prices.

It has been calculated that Imagine will have to sell three times the number of tapes to make the same profit they received with a £5.50 price

# **DESIGNER OF THE MONTH**

Name: Sandy White

Games: Ant Attack.

Born: Edinburgh 1961.

if not different.

ited his sculptures at his quite happy at the time". own show in Aberdeen and to most of you.

strange when you bear in mind Sandy's interest in computers which stretches back six years to when he purchased a Sinclair Mark 14.

to operate one of my work- cerned that business ing sculptures — the ice cream van — which is a stage in the future, threaten protest against nuclear his artistic integrity. war".

tant to Sandy though his tie's milk chocolate digesrecent works have moved tive. away from the protest Favourite Drinks: Tea and

Sandy White's path into theme of his art college computer games is nothing days: "My most recent is about a happy little robot -Having obtained an art there is no particular mescollege degree, he exhib- sage - I was just feeling

Sandy's happiness is then, two years later, pro- understandable, considergrammed Ant Attack — the ing the royalties that must best selling 3D style game have been generated by that needs no introduction Ant Attack, though typical Scottish caution is exer-None of this is that cised on this subject. "Quicksilva warned me that people would ask how much I've earned," so his lips were sealed.

Though Sandy has agreed to do another game "I built my own computer for Quicksilva, he is conpressures might, at some

Favourite Food: Kelloggs Sculpture is still impor- Co-Co Pops, and MacVi-



Barrs Irn Bru. Favourite TV Programme: Star Trek.

Favourite Computer Programme: Time Gate. Countries Visited: All countries in Europe.

Pets: None. I used to own a rabbit and a newt.

Ambitions: To travel in the Space Shuttle.

Favourite Pop Groups: Big Country, Thomas Dolby. Favourite Artists: Stephen Spielberg, Walt Disney.

# POLE POSIT

The official licensed version of the arcade driving game, Pole Position, is shortly to be released by Atarisoft.

The driving game listing published in last month's C&VG under the heading Pole Position is not the officially licensed conversion for the Spectrum.













By Brian Williams for the Commodore 64



# **ASSIGNMENT**

By Martyn Davies for the Spectrum 48K

**VGA 6004** VGA 6004

Quite simply Ambush is a, 'just one more go,' type game. Get your hands on the controls of your space ship and nobody will be able to prise them off. Guide the space ship through storms of evering eattacks from storms of ever-increasing attacks from strange alien forms. Hit them with your laser and they split in two, hit them again and they drop a proton bomb. Fast furious action that is both compelling and addictive. This is a

**£7.95** R.R.P. Joystick

**VGC 1017** This is a text adventure with a difference — it with a difference – it incorporates three arcade-style games, just to keep you on your toes. The player, a secret agent has to seek and find stolen nuclear plans. The fate of the world is in your hands. Using cunning and skill to find the plans you must decide what objects you find on objects you find on your journey will be of use to you. Can you enter the world of espionage and survive? £5.95 R.R.P.







By Dennis Ibbotson for the Electron

**VGA 8001** VGA 8001
A rare arcade game for the new Electron. This fast-moving arcade game has the players' garden being invaded by a whole host of nasties, scorpions, spiders and bugs of all kinds. Your job is to shoot them down before they get you. Your spray can is very fast and very manoeuvrable, but you can still get caught.

By Dennis Ibbotson for the BBC B and Electron

VGA 2801 By the author of By the author of another new release, Bugs. Jungle Jive is fast action shoot 'em up arcade game. Walk your hunter between the lines of snapping, snarling and slithering beasts. Shoot them all but not the baboons, and especially the snakes. Faster action as you progress. But you progress. But beware the ricochet — you could shoot yourself! Stunning use of sound and colour. £7.95 R.R.P.

### **MAIL ORDER**

CHECKOUT

By Mike Cooke for the BBC B VGA 2011

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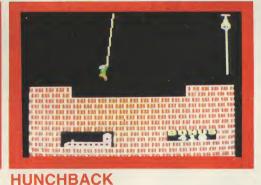
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### TRASHMAN

### CUTE LITTLE CABARET!

### **CHINESE JUGGLER**

Ocean's Chinese Juggler is like a breath of fresh air — that rare thing, a totally original game.

Just when I was beginning to think that all the games writers

except for Jeff Minter had run cus. It's a pity because it's very out of ideas, the Juggler amused and entertained me.

You control a cute little oriental who performs a cabaret act by making plates spin on the top of poles.

Older readers may remember various artistes doing this act on Sunday nights at the London Palladium - though I have noticed that the act seems to have disappeared from the Xmas TV cir-

entertaining to watch those plates spin and wonder if they will fall and break.

Some of that excitement has been captured in the game - as you rush around the screen respinning poles where the plate is about to fall and attempting to get a plate on every pole.

The game is accompanied by a piano ditty that gets faster as the number of plates spinning

increases.

When you complete one screen, our entertainer jumps up and down in celebration.

The game gets more difficult by giving you a colour sequence of plates which you must follow on later screens. If you pick up a plate which is the wrong colour, you can throw it up in the air to change it to the right colour.

This is a simple little game with extremely cute graphics. It is fun and addictive and well worth the £6,90 asking price.

- Getting started
- Graphics
- Value
- Playability

### **GARBAGE** CANMAKEA GOOD GAME

### TRASHMAN

After all those games ending in 'man', you'd think that you were in for another dose of ghosts and power pills. But you'd be quite wrong with this latest offering from New Generation software.

You play the part of a dustman, and you have to empty the bins by collecting them from the gardens, tipping the contents into the van and then returning the empty bin to its rightful owner.

All this is done against the clock; a little timer ticks away slowly in the corner of the screen. Failing to empty the requisite number of bins in the time allotted will prompt a response from the boss to the effect that you're about to be fired unless your performance improves.

However, there are ways of obtaining perks, in the shape of extra time, by staying in the homeowners' good books. You do this by not walking with your muddy boots all over their newly mown lawns. In return, a friendly housewife will invite you in to show you her ZX81 and will reward you with (amongst other things) some extra time points.

The main attraction of Malcolm Evans' previous games was always the stunning graphics; 3D Tunnel is still a talking point. And it's those excellent graphics which really make this game. The view of the street scrolls up the screen, and the player's angle is that of a bird's eye view.

The perspective is perfect, right down to the way the dust-

# THE MONTH

man stoops to pick up the heavy

And there's a touch of Frogger in there as well, 'cos he has to collect bins from both sides of the road. To make life difficult. there are the cars which speed along in both directions. Animation is beautifully smooth and outclasses most of the pure Frogger games I've seen for this machine.

The houses are superb, too.

The only slight problem I found is that control is via the four cursor keys, which I don't like and find difficult to use. You can use a joystick, though, if you have one.

The fastest way to lose points in this game is to commit the deadly sin of walking on someone's grass. Doing this will, in all probability, deter the owner from offering you a much-needed tip. In fact, you'll probably wake the dog whose territory you've just invaded. Yes, just like real life, there're dogs too. Accompanied on screen by the phrase 'scat or I'll bite your leg', the dog's appearance necessitates a hasty retreat for our intrepid binman.

Generally, I enjoyed this game. It's not fast by any means but, if you'd rather have a challenge than spend all your time zapping things (no you can't shoot the dog), then you'll love it. Trashman certainly lives up the high standards set by New Generation in the past. It runs on a 48k Spectrum and costs £5.95.

•	Getting started	8
	Graphics	91/2
•	Playability	7
•	Value	8

### THIS WILL **GIVE YOU** THE HUMP!

### HUNCHBACK

I've always thought Hunchback had a really weird theme - a cripple jumping along the top of a castle is weird, isn't it? But the game really caught on in arcades, and it certainly seems to be a popular game on home computers.

Hunchback, for the BBC, is a fairly good copy of the original game but it is hardly 'state of the art', and this Beeb version doesn't compare with the Spectrum version available from Ocean Software.

The aim of Hunchback is to run across the top of castle bat-



tlements without being knocked off. Armed guards try to spear you and rocks and arrows fly out of nowhere. Quasimodo will have to keep jumping just at the right time if he is to stand any chance of rescuing the beautiful Esmer-

Superior Software's Hunchback is a playable game. However, it lacks the professionalism that has become very evident in Spectrum games sadly missing in most BBC software.

The graphics are of a reasonable standard but the scrolling screen flickers. The sound capabilities of the machine have been totally ignored, apart from the odd beep or squeak.

If you liked the arcade game, then this version will probably appeal to you. If you weren't a fan, then I'm afraid Superior Software's Hunchback won't convert you. The game is available now and costs £8.95.

<ul><li>Getting started</li></ul>	8
<ul><li>Playability</li></ul>	7
<ul><li>Graphics</li></ul>	6
● Value	6

## **KONG'S** BEEN CONVERTED

### **ATARISOFT**

Good news has been pretty thin on the ground for TI owners these days, what with the US company ceasing production of the machine and compatible software.

Now we can bring you the good news that there may be life in the old micro yet, thanks to the splendid new range from Atarisoft, Atari's most successful titles have been converted to run on the TI — games with famous names like Pac Man, Donkey Kong and Centipede.

I plugged in the ape game and was delighted to find an excellent version of Kong - better in

my opinion than Atari's version for their own machine.

The graphics are pretty, colourful, and the animation of moving objects is extremely smooth. The game has the full four screens as per the Nintendo arcade original and includes a two player option.

Just in case you've been in hiding for the last two years, the basic idea is to get Mario up to the top of the scaffolding to rescue his girlfriend being held captive by the Donkey Kong.

Atarisoft are asking £29.99 for this cartridge — a lot of money, but then it's head and shoulders above anything in TI's own range for playability, quality of graphics and lasting appeal. A definite must for TI owners.

<ul><li>Getting started</li></ul>	9
Graphics	9
● Value	9
<ul><li>Playability</li></ul>	9

### **TUNES HELP** YOU PLAY **MORE EASILY**

### TROOPA TRUCK

Fans of Moon Patrol, as seen in the arcades, can now play the game on a Commodore 64.

Troopa Truck is one of the latest releases from Rabbit Software and your job, as is usual in these games, is to save the Earth. As the driver of a Multi Terrain Amphibious Armoured patrol vehicle (their name, not mine) you must cross the landscape that scrolls sideways at

Intent on sabotaging your mission, some extremely selfish boulders deliberately position themselves in your path. However, a swift finger on the fire button will soon take care of

Then there are the aliens which gather overhead. Shooting them will get you extra points, while failing to avoid the arrows

they drop will lose you one of your three lives.

I first played this game at a trade show in London last month. The first thing that caught my eye (well, ear) was the sound effects. As well as the catchy tune which plays all the way through the game, you also have the sound of clanking wheels as they bob up and down under the car. If you ask me, it's about time for a 10,000 mile service.

And that tune really is catchy. I was still humming it on the way home from the show,

As well as the decidedly unfriendly boulders, there are also holes in the moon's surface which must be avoided. Luckily your vehicle is like no other; it can jump. Pushing the joystick up will jump your car just like Miner Willy in Manic Miner. Only thing is, a miner jumping across a gap is one thing; a car doing the same is rather different.

I assume that the game gets a lot harder as you progress, as there's a note in the instructions consoling those about to give up. Every obstacle, it says, is passable.

As well as the ability to jump, you can also accelerate and slow down. To help in really tricky bits, you can alter your speed while in the air.

Overall, I found this a very playable game. It's very addictive but I don't know how long the action continues before you are deemed to have succeeded in your mission.

Personally, I couldn't get very far, but had great fun trying. And the tune's good, too.

A well produced game which should prove fun for Commodore 64 owners, Troopa Truck is from Harrow-based Rabbit Software and costs £5.99.

<ul> <li>Getting started</li> </ul>	9
<ul><li>Graphics</li></ul>	8
<ul><li>Value</li></ul>	8
<ul><li>Playability</li></ul>	8

continued on page 28

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MY ADDRESS

continued from page 23

# **ASSAULT** BATTERY!

### **BEAR BOVVER**

If you play around with your computer today, you're in for a big surprise. For all the bears that ever there were are out for a teddy bear's video game!

Bear Bovver is a cute little game, based on that arcade favourite Burger Time. But instead of burgers and nasty tomatoes, you get batteries and Bovver Bears! Ted is out to find more batteries for his electric car which is rapidly running out of power.

He comes across a Burger Time-style grid of ladders and platforms and must climb them to get the batteries and knock them down to power his battery car.

All the while the Bovver Bears - complete with braces and big boots - are out to get him! Ted is armed with some time bombs which will help him fight off the bad Bovver Bears, but they soon come back and race after our hero. The graphics on this game are simple but very effective the walking action of Ted and the Bovver Bears, is a real joy to watch. The author has come up with a nice line in typography too - the titles and instructions are really attractive.

Game action is addictive and fast moving - you'll have to have a quick keyboard finger to stav out in front of the mean old Bovver Bears.

One gripe, however. The inlay instructions included with the tape are just not adequate. Simply giving the control keys isn't good enough. When you reach the end of a screen. Ted is supposed to drive off in his battery car, but I just couldn't work out how to stop him running into the rest of the batteries dropped down from the ladder maze! No instructions about that anywhere!

A nice feature of the game is the baby bear mode which enables you to practice the game without getting bovvered!

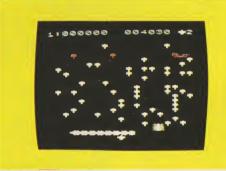
A great game for the younger computer game fan, Bear Bovver comes from Artic Computing and will set you back around £5.50.

<ul> <li>Getting started</li> </ul>	7
<ul><li>Graphics</li></ul>	9
<ul><li>Value</li></ul>	7
<ul><li>Playability</li></ul>	8





### JET SET WILLY



### **CENTIPEDE**

### CENTIPEDE **ON ITS** LAST LEGS!

### CENTIPEDE

Whilst applauding Atari's decision to convert their top games for other micros, I can't help feeling slightly bored by their conservative choice of titles for some machines.

Do we really need Pac-Man and Galaxians for the Spectrum, even if they are the officially licensed titles? The fact is there are already dozens of excellent maze games and shoot-'em-ups for this machine.

Vic 20 owners are also victims of Atari going for the soft option with positively ancient offerings such as Pac-Man and Centipede.

plugged in Centipede to take a look. First problem was that a quarter of the screen was out of view and steadfastly refused to be centred.

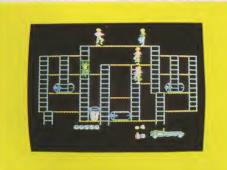
For those of you who've never heard of the game, the action takes place in a mushroom field.

Using your rapid fire bug blaster, you have to annihilate everything in the garden. I hope Percy Thrower isn't reading this.

The real point earners are the jumping spiders, poisonous scorpions and frenzied fleas. Also worming its way down screen, is a centipede which squirms in and out of the mushrooms - you have to shoot each and every segment to kill this one.

If you went bonkers over the arcade game, then you will enjoy playing the game at home on your Vic. It's not quite as fast as the Atari version and lacks the prettiness of the original though these are shortcomings of the Vic not the cartridge.

What really gets me is that with so many great new games to choose from and some of the best game-writing talent in the US, Atarisoft continue to churn



### BEAR BOVVER



### **BEACH-HEAD**

out video geriatrics like Centipede and Pac-Man. What about Xevious, Star Wars, Robotron, and Pole Position?

Centipede is in the shops now at £19.99

•	Getting started	4
	Graphics	6
	Value	5
•	Playability	7

### BATTLE **FOR THE** BEACH

### **BEACH-HEAD**

Guns, tanks and battleships don't sound like the ingredients for a highly original game but, unlikely as it may seem, they have combined to produce the USA's best selling game of '83.

Beach-head won the award for the best graphics and sound

continued on page 28

# Taskset & commodore



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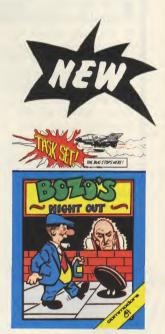


The complete deep space saga. A radical joystick action can bring inspired flexibility and a horrific kill-rate. The outstanding graphics include highly detailed craft and lots more than eight sprites at once. A full music and effects sound track accompanies the action. All these features combine with player options and a top 20 hiscore table to set new standards in hi-tech slaughter.





A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultrasmooth graphics and sprites which run rings round normal games.



### SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil ladderman drops metal wedges to plug the pipeline – and only Pete can fix 'em. Pete trusts Fred to defend him against the six-legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow. Full accompanying music and effects, options and hi-score table.

### JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes - each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64 grab an instrument and join the band.

All available now on cassette or disk.



### COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the

entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.

### TASKSET LTD - The Specialists

Naturally, everything we've written for the 64 is available on either cassette or disk.

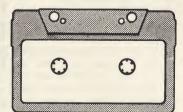
Selected titles available from: W H Smith, Boots, Menzies and all good computer stores.

Major distributors include Microdealer UK, Websters, Centresoft and P.C.S.

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### POGO



### **BLUE THUNDER**

### continued from page 25

effects in a computer game in a poll published by the influential American music paper, Billboard magazine, as well as topping the sales charts for several months.

The object of the game is to guide your fleet of ships through the island's air and sea defences, negotiate a mined harbour and land a whole division of tanks on the beach.

The award for the best sound effects was well deserved - the bombing and engine noises are so realistic you could quite easily believe you're smack in the middle of the Battle of Britain. But the graphics, though impressive during the first two phases, become progressively more strained and less sophisticated during the latter scenes.

Having said that, Beach-head leaves 95 percent of British Commodore software standing and any shoot-'em-up fanatic will love the game.

Beach-head is the first of a new range of software called US



### **FORBIDDEN FOREST**



### **KRAKATOA**

Gold being produced by the Birmingham company, Centresoft.

It costs £9.95 on cassette or £11.95 for the disc version.

8
8
9
9

### IS THIS THE **NEXT** NO. ONE?

### **JET SET WILLY**

Manic Miner strikes again! That genius of the bizarre, Matthew Smith, the programmer behind the C&VG Golden Joystick winner, Manic Miner, has come up with another original game. Everyone has been waiting for the sequel to Matthew's top selling Spectrum game with bated breath. Could it match up to the quality and playability of Manic Miner? Well, the answer is most definitely a resounding yes!

Miner Willy is the star of this game - but he's no longer lost in a mysterious mine. With all the money he made down the mine, Willy has purchased a vast mansion in Surbiton. Why Surbiton? Don't ask me, ask Matthew!

Willy isn't mean with his newfound wealth either - he has huge parties in his new home with hundred of friends who 'really' know how to enjoy themselves.

They often leave the place in quite a mess, however, and Maria, Willy's fiery Italian housekeeper, gets really upset about this. This new Willy epic begins after one of these big parties. Maria has finally put her foot down and won't let poor Willy get to bed until he's cleared up the house! Maria stands at the doorway of the master bedroom and won't let Willy past the threshold until he has picked up every glass and bottle in the place.

Now, Willy's mansion is massive and there are places and rooms which even he - an intrepid explorer - hasn't seen yet.

So there you have it - you control the top-hatted Willy on his quest through the weird rooms of his mansion searching for the glasses and bottles left lying around by his untidy mates.

Jet Set Willy has well over 60 screens - all different - featuring Matthew's wonderful graphic oddities. Watch out for the ballet-dancing rabbit and the penguins in the cold room. Graphic masterpieces in their own right.

There are also some refugees from Manic Miner among the odd creatures to be found - but spotting them yourself is half the

The game is just too big for this reviewer to take in in the limited time available to look at the game — but I'm certain this game is going to be a winner.

I found it much easier to get into than Manic Miner. The controls are extremely simple - just three keys for left right and jump. You can also move from screen to screen without having to complete a task first — a bonus when you want to find out what's coming next!

Software Projects have come up with an original anti-piracy device to protect their latest blockbuster. It's a card with a coloured grid pattern. When you load the game, the computer comes up with a random location which corresponds to a square on the grid. You have to key in the colour code before you can play the game. This routine has to be carried out each time you play the game. Will it stop the pirates? We don't know - but it will certainly make life more difficult for them.

All this and a great competition too! The first person to discover just how many glasses Willy has to collect before he is allowed to get to bed will win a case of champagne and a helicopter ride over his or her home

Jet Set Willy is bound to be up among the top ten in the C&VG Daily Mirror software charts before very long - and I confidently predict that Matthew Smith and Software Projects have got another number one on their hands

Jet Set Willy is available now from Software Projects of Liverpool and is a bargain at £5.50.

	<b>Getting started</b>	8
	Graphics	9
	Value	8
•	Playability	9

### **PIMAN GETS** PAC-MAN TREATMENT

### POGO

Q\*bert copies are beginning to proliferate on the Spectrum in the same way as rip-offs of Pac-Man did twelve months ago.

With no less than three versions to choose from, we thought it was time C&VG told you which one to spend money on.

The original was an arcade game by Gottlieb which introduced the cute but foul-mouthed little character who had to hop from tile to tile on a triangular shaped play area to change the colour of every square. Nasties like Coily, the snake, and a big red bouncing ball tried to stop our long-nosed friend from completing his task.

Ocean's Pogo is the closest to the arcade original with the snake and bouncing ball though in this version Coily is operating under the assumed name of Hiss.

The slow, looping hop of Q\*bert has been faithfully recreated in Pogo and this is also the only version which makes our friend jump off the side of the pyramid when you press the wrong key.

Also hopping onto the bandwagon are Automata with their PiMan Q\*bert game - Pi-Balled.

PiMan and Q\*bert could almost be brothers with those unmistakable long snouts - a similarity that has not escaped Automata's attention as they include a bar-room scene in the game where the two share a drink.

If you like fast games, then this is the one for you. The PiMan can be made to move very quickly from square to square as he performs his Q\*bert impersonation

Like Pogo, this game features the spinning escape plates at the side of the pyramid which you can jump onto when the going gets really tough.

Spellbound from Beyond is the most original adaptation of the Q\*bert theme introducing witches, spells and devils.

Despite the pretty graphics, this is the least playable version of the game. The little yellow devils are difficult to see and the tiles only partially change colour when landed on — making the whole effect less colourful. Spellbound also lacks the escape plates which are an integral part



of the original idea.

Best buy. For my money Pogo is the best Q\*bert-type game available for the Spectrum and marks another success for Ocean who are really beginning to make their mark on the games business.

Pogo £5.90 from Boots, Menzies, Woolworth, Pi-Balled from Automata of Portsmouth at £6 and Spellbound from most software shops at £5.95.

Pogo	
<ul><li>Getting started</li></ul>	7
Graphics	-7
● Value	8
<ul><li>Playability</li></ul>	9

Pi-Balled	
<ul><li>Getting started</li></ul>	7
Graphics	7
● Value	6
<ul><li>Playability</li></ul>	7

1	Spellbound	
ı	<ul><li>Getting started</li></ul>	7
1	Graphics	8
	● Value	5
	<ul><li>Playability</li></ul>	5

### ANDNOW **'COMPUTER** NASTIES'

### **FORBIDDEN FOREST**

Video nasties have been hitting the headlines quite often recently and, judging by the amount of blood spilled in Forbidden Forest, 'computer nasties' will soon be making the headlines in our daily papers.

Forbidden Forest, an American game for the Commodore 64, is set in a mysterious forest. You play the part of an archer who has been sent on a quest to kill the evil ruler of the FOREST.

Armed only with a small bow and limited supply of arrows, you must fight your way past the corrupt and evil creatures under the Demogorgon's influ-

The first attack comes from

the giant spiders. They rush at to head. you unexpectedly. This is the point in the game where things get guite messy, and where the programmers have gone a little over the top on the animated blood which splatters all over the screen.

Further levels feature bumble bees, frogs, dragons and an army of skeletons. Each new type of aggressor needs different tactics to defeat them. The skeletons are particularly difficult to shoot and this level will easily prove the most taxing to would-be players.

The end of the game is reached when you come face to face with the Demogorgon. The whole sky turns black and lightning flashes all around you.

Overall, the game is fun and the graphics are reasonably clear and well animated. But the game, for all its frills, is only a plain shoot-'em-up and isn't in the same league as most American software. All in all, Forbidden Forest is a competent game, but it's definitely not game of the month material.

Forbidden Forest runs on the Commodore 64 and is available from Birmingham-based Centresoft for a price of £8.95.

Getting started	8
Graphics	8
<ul><li>Playability</li></ul>	8
● Value	7

### THE **FALKLANDS FACTOR**

### **BLUE THUNDER**

Shades of the Falklands infamous bomb alley must have been in the programmers' minds recently as a flurry of air-sea battles are bombarding the software shelves.

Hopping aboard HMS Spectrum are Krakatoa from Abbex and Richard Wilcox's Blue Thunder which we played against each other in an explosive head

Both games feature choppers performing a dual mission of defence and rescue over the briny.

The Blue Thunder chopper has the most realistic flight graphics banking and dipping its nose as it moves forward.

The aim of the game is to blast your way into a nuclear reactor which pops up out of the sea like an electronic sea serpent.

Getting in is relatively easy, but blowing up the radioactive core takes much more skill. Once the possibility of a nuclear blast has been eliminated, you can rescue your comrades held on an adjacent island.

Blue Thunder is only average entertainment. The chopper movement is either too slow or too fast and some of the ground installations showering you with fire cannot be shot.

Far better value for money is Abbex's Krakatoa. This game has so many clever little graphic frills that it is difficult to mention them

The basic idea is to protect a tanker being bombarded by enemy ships in the bay. A radar scanner enables you see the bandits and sneaking submarines. You'll really need to start bashing your keyboard in an attempt to down those enemy planes and subs.

When the tanker sustains a hit, the crew are thrown into the water and it is your job to let down a rope and winch them up to the safety of the chopper.

This is one of those games where you need about thirty six fingers but, despite this, it's hellishly addictive. The more played it, the more features discovered.

Krakatoa from Abbex really silences Wilcox's Blue Thunder and is in the shops now at £5.95.

	· · · · · · · · · · · · · · · · · · ·	
• (	Getting Started	8
• (	Graphics	7
• \	/alue	8
• F	Playability	8

continued on page 31

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continued from page 29

### **GETTING** INTO DEEP WATER!

### O'RILEY'S MINE

'Ee, there's trouble down t' pit, tha ken. And there's nowt Arthur Scargill can do this time.

This is one of those scrolling games, which has you playing the part of O'Riley, the fearless miner. Unfortunately, there's a leak in the shaft and water's gushing everywhere. As fast as you can dig a tunnel, it fills up with water.

But, as every good physicist knows, water will travel to the highest level filling the lower ones as it goes. So if you dig a side-to-side tunnel branching off from the main vertical shaft, then the oncoming water will fill your new tunnel before rising up the main shaft and blocking your only hope of escape.

The secret, I found, is therefore to dig horizontally along the whole length of the bottom of the pit. This will allow you time to get back to the top without the shaft filling with water.

The object of the game is to dig in the mine and collect the buried treasures. When you've found all of them, you move to the next level, of which there are nine. I found the game rather easy at first and, once I'd worked out the tactics, there was little difficulty in getting to level four.

As well as collecting the buried oil, gold, diamonds, coal and uranium, you are also pursued by some river monsters. What they're doing in a mine shaft is anybody's business, but they must be avoided on pain of being frazzled. Then there's the instantly if it touches you.

My main criticism is that the mine isn't very wide - in fact, the true width is only about two screens. This makes the game rather monotonous, and I don't think that I'd play this very often if I'd paid out real money for it.

Reward comes not in points, but in money. Well, you don't actually get the cash, it's just that the score line has a dollar sign in front of it.

Diamonds are the most valuable and will net you \$9,000 for each one collected (unfotunately the game's American, so all the cores are in dollars).

Your only defence against the assailants is a limited supply of



dynamite sticks. Pressing the joystick button will leave a lighted stick in your path, at which time a hasty retreat is advised. If you've timed it right, the explosion will kill the approaching meany. If you haven't, then you've just wasted a stick of dynamite. Every unused stick at the end of a level is worth \$3,000.

Generally, it's a very playable game, that's also guite fun. The early levels are quite easy and I wouldn't imagine it taking too long to complete the game, after which time any challenge has worn off.

The graphics are good, and the sound of the gushing water is quite realistic. In fact, it gets quite annoying after a time (think about it).

O'Riley's Mine is available from Centresoft and runs on a Commodore 64. It costs £9.95.

<ul><li>Getting started</li></ul>	9
Graphics	8
<ul><li>Value</li></ul>	9
<ul><li>Playability</li></ul>	7

### **SAVE THE POOR OLD TADPOLE!**

### **SAVAGE POND**

water, in which you will drown A tadpole's life is not an easy one. It's not all just swimming about in an idyllic pool waiting to become a frog you know. The poor little tadpole has to face many hazards before he grows up and starts his own little brood of froglets.

> Your task is to breed as many frogs as you can in this pond without being killed off by the natural — and unnatural hazards in the pond.

> Things don't look too bad in the first stage of the game. You help your little tadpole fill up with amoeba and worms — avoiding the nasty stinging water plants at the bottom of the pond which will kill a careless tadpole.

Dragonflies zip over the pond

dropping eggs which hatch into nasty water nymphs unless the tadpole eats them first. If a nymph hatches out, it will chase your poor tadpole and attempt to eat it.

As you master each phase of the game, more hazards are introduced until you reach the serious business of frog breeding. Jelly-fish drop in for a bite and bob around near the surface. Then just to add a topical touch - some nasty person dumps a drum of radioactive waste into the pond and your tadpole has to watch out for poisonous patches in the pond!

The third stage of the game introduces the first frog who sits on a log and can attempt to eat those nasty dragonflies as they zoom overhead. If you've got this far but all your tadpole eggs have been destroyed, the program calls up a 'computer mating agency' and provides you with some more spawn and another chance to start a colony of froglets.

Savage Pond is an original and fast-moving game with colourful and intricate graphics. At first it's a bit difficult to master the swimming motion of the tadpole, but with a bit of practice you'll soon be a nippy little amphibian!

You'll also need to take some time reading the instruction booklet which comes with the game — a very comprehensive publication this. Other software companies take note!

I really enjoyed playing Savage Pond — it brought back memories of when I tried to breed tadpoles in a jam jar. This way it doesn't take quite as long and you don't get baby frogs all over your living room.

Savage Pond for the Commodore 64 is available now from Starcade of Merseyside and will set you back £8.95

### Getting started Graphics 8 Value 7 Playability 7

# CHEESE-BURGERS!

### PROBE 3

There I was, peacefully cruising through space, when all of a sudden these flying saucers came screaming down at me from out of the stars! Well, what could I do - I just had to blast them.

Probe 3 is one of the new releases from IJK Software for the Oric-1 and the new Oric Atmos. Really it's a fairly basic space shoot-out — but with some nice graphics and game features.

You control a space ship which looks a bit like a bunch of cheeseburgers stuck together not one of the best features of this game! The alien saucers are great though. They come flashing out of the furthest reaches of your screen and zoom over your cheeseburger sorry spacecraft! - dropping bombs before they zap off into the stars again. Your job is simply to shoot them down and avoid the bombs.

Each wave will retreat once you've blasted 20 of their number and another wave attacks in greater numbers, with those missile launchers in action on the planet's surface. The more saucers you let past, the more frequent the missile attacks from the ground. Those saucers land and help the missile crews out you see! You get a bonus score after each wave is destroyed.

Overall it's a pretty good game for the underprivileged Oric and would make a good addition to the Oric owners game library. Probe 3 comes from IJK Software of Blackpool and costs £7.50.

•	<b>Getting started</b>	7
	Graphics	7
	Value	7
•	Playability	7

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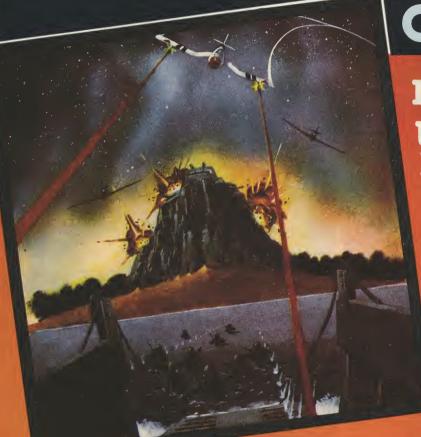
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# **NEWS OF THE NEWCOMERS**



Pinball machines with odd features on the backflash appear from time to time. In the past, the player could have been confronted with racehorses flashing along the backflash while the score mounted, or simple spinning target shapes whizzing around to add an extra fascination to the game.

Zaccaria have come up with a new pin called Devil Riders which has a little stunt motorcyclist zapping around in a wall-of-death-style loop within the backflash. Devil Riders is, thankfully, a far cry from that other awful Zaccaria game, Farfalla — the one with that garish flower-power design.

It has a two-level playfield and several interesting features. On the top level, you have to keep the ball smashing into those fixed targets to get the man on the bike spinning — the more targets you hit, the faster the cycle spins around in its wall-of-death loop. Positioned around the loop there are score-lights, so you can collect an extra bonus, as the cycle spins in wheel-of-fortune fashion around the backflash loop.

There are two access ramps to the upper level, each guarded by three drop targets. Hit the targets and the ramps drop — allowing you to go up on the top level and get the cycle spinning.

I enjoyed playing this game. It needs accuracy and quick reactions to get the most out of it, though.

● The Pinball Owners Association have revamped their magazine called *Pinball Player* — a must for all pinball fans.

It is now printed on better quality paper and includes features, articles and reviews about your favourite arcade pastime. If you are interested in contacting the Association, send an SAE to Arcadia, 465 Cranbrook Road, Ilford, Essex IG2 6EW.

34 COMPUTER & VIDEO GAMES

The roving reporters were at it again. Trudging tirelessly round London in their never-ending search for newer, better and more exciting games to entice the trigger-happy into the arcades.

We hit gold when we went to the ATEI exhibition a few weeks ago where all the latest games were housed under one roof!

### **FIRE FOX**

Stealing the show on the Atari stand was Firefox which is still receiving a lot of publicity. Based on the film of the same name, it's a realistic, adrenalin-pumping aerial shoot-'em-up/down using actual clips from the film.

Atari brought over from the States a huge simulation model of the Firefox's cockpit with the video display on a screen situated some eight feet from the cockpit's nose. With stereo sound of explosions and enemy fighters screaming across your flight path, it gave a completely new dimension to playing video games. Unfortunately, this model won't be available in the arcades but you will find the next best thing — the new streamlined cockpit-style cabinet will be lurking in your arcades in the next month or so. Watch out for it it's impressive.



SPY HUNTER

TX-1

"Ello John — Got a new motor?" "Yeah — want a test drive — it's the new TX-1 from Tazmi." Gulping, I climbed into the huge cabinet, shifted into low gear and prepared myself for a hair-raising dash round the track

at 185 mph. Needless to say, my driving expertise wasn't up to getting round the circuit in one piece!

For those of you who are experts, TX-1 offers a far greater challenge than any of the other racing games currently on the market. You've got the choice of eight international circuits and, to get onto these, you have to take either the left or right hand bends at junctions throughout the game.

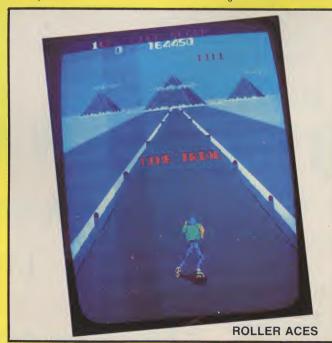
Ultimately, you could find yourself whizzing round circuits in Japan, Paris, South Africa, USA, Spain, Monaco, Belgium and Italy through magnificent scenery where your whole existence depends on your skill in taking corners, avoiding oil patches and safely negotiating other cars

### **SPACE ACE**

Space Ace, hot on the heels of Dragon's Lair, also attracted a lot of attention. The successful Don Bluth partnership with Magicom, formerly Cinematronics, has come up trumps again in a game whose animated cartoon graphics are on a par with those of its predecessor. Set in space, the idea is to rescue Kimberley, your ravishing auburn-haired partner — from the evil clutches of the aliens.

Space Ace plays in exactly the same manner as Dragon's Lair in that you don't have complete control over the characters. They only need guiding at certain points and your moves have to be timed very carefully. Too early or too late will inevitably end up with you being splattered across the universe, squashed by piledrivers or frizzled by thousands of volts of electricity!

I haven't played the game through to the end yet, but a tip to beginners — at the start jump towards the flashes of light, when running from the alien space ships, push your joystick to the left twice, then punch the energise button and . . . the rest is up to you. If you hear a ping, you've made the right move and if your timing's right, you'll survive to move onto the next piece of action.



### **10 YARD FLIGHT**

10 Yard Fight from Irem Corporation has just hit the arcades. It's an excellent sports simulation of American Football where you'll have to pit your team against the computer's and fight

tricks and will do everything possible to stop you winning. However, you've got no qualms about playing dirty and will do unto them what they do to you. Obstacles abound and you'll have to be nifty on your skates to avoid pits, bollards and to pick up been murdered in cold blood by a gang of thugs. He sets out to avenge their deaths — an eye for an eye, a tooth for a tooth.

There is a brief explanatory film clip with voice-over at the start of each game describing the whole horrific incident. The game begins — you're walking down a dusty street past a saloon bar when one of the thugs seemingly appears from nodown the twin barrels of a shotgun — Booom! — unable to draw axe cleaving your head in two and a scorpion which leaps on and eats away at your face.

Like the other cartoon-animated games, you can only control the character in Badlands at certain points throughout the game. The only form of control is a huge round fire button, closely resembling a track ball which has to be hit whenever you need to make a move. Every time you are attacked by the bandits, punch the button and, if your timing is right, the baddies will be blown to hell - too bad if you're wrong though as another life is

Although the graphics in the game are brilliant, it loses a lot in that the player has almost less control over the game than is normally found in the majority of cartoon laser games. The other games usually have a fire button or the equivalent as well. I also



### **JACKRABBIT**

found Badlands to be very macabre and in bad taste. Most games treat the death of the main character lightly and leave the manner of the character's death to the player's imagination, rather than portraying the grisly details on screen.

for every yard to get the ball up the pitch to score a touchdown. As anyone who has ever watched the game on TV knows, you will probably leave a trail of utter chaos, tangled limbs and destruction as you inch your way up the pitch!

It will be interesting to see how this game takes off in the UK's arcades — extremely well I should imagine, if the huge amount of interest generated by Channel 4's screening of America's national sport is anything to go by.

### **ROLLER ACES**

Streets Manufacturing have come up with an original in Roller Aces. No space ships, aliens or laser guns are involved in this game, rather the skill lies in not falling off your skates!

Skating round the track at top speed dressed in the fully padded suit of the pro, your aim is to first qualify for the race and then, with two other roller aces controlled by the computer, get ready for the fastest, dirtiest race of your life. Alas, all is not plain sailing — your opponents are masters in the trade of dirty

bags of gold which are lying on the track. Why bags of gold? They earn extra points but don't have a lot of significance to the

### **SCRUM & TRY**

Scrum & Try from Data East is another sports simulation which will soon be infiltrating the arcades. This time rugby fans should be cheering - no longer will you have to pile out onto a muddy field in near freezing temperatures, no more cuts and bruises from tackles and scrums and definitely no more torn cartilages. In the warmth and comfort of a friendly arcade, you can now play what must be the only form of armchair rugger, with nothing disturbing the tranquility, other than the dedicated zapping of aliens from other fanactics around you.

### BADLANDS

Badlands is Konami's latest offering to the rapidly swelling number of laservideo games animated cartoon usina graphics. Set in the wild, wild west, the good guy's family have

### **JACKRABBIT**

'Eee! What's up, doc?" Yes, vou've guessed it, Bugs Bunny (or rather Jackrabbit) is now immortalised on the video screen. It is a light-hearted game from Zaccaria, in which the rabbit has to hop round the screen collecting carrots from someone else's carrot patch.

The screen is laid out in where. You find yourself looking squares, some of which will contain a carrot and others a pit designed exclusively to catch fast enough, you're left lying in rabbits on the hop. You've got to the dirt with half your body blown guide the dastardly carrot-eater away. Further scenes depict an safely round the garden, avoiding pits and bopping the baddies on the nose when they come within boxing range. Further screens prove more difficult with extra pits and split-level scenes.

### **SPY HUNTER**

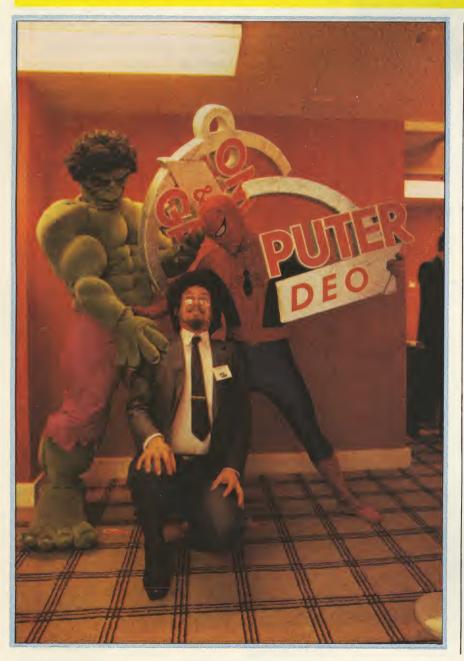
Spy Hunter is described by Bally/Midway as a 'turbocharged espionage thriller'. I would tend to agree. It's basically a sophisticated car chase with you as the good guy escaping from a bunch of thugs down a long and treacherous road.

You'll have to put your foot down if you want to escape unscathed. Get ready, foot on the accelerator and into low gear, shift into high gear and away you go. Hot on your heels are a number of nasties including the bullet-blasting Road Lord, the sinister Dr Torpedo and the Mad Bomber. Eliminating these nasties takes quite a bit of skill and points awarded are graded, with the demise of the Mad Bomber being awarded highest points. Needless to say, it's harder to get rid of him than any of the others.

Your turbo-charged car is fitted with some of the latest weapons but you have to earn these. A weapons van appears at certain intervals throughout the game and equips you with new weapons, ranging from machine guns, smoke screens, missiles and oil slicks.

There is a slight hitch in this game — to enable the van to re-equip your weapons system, you've got to drive into it. Remember, you're travelling at about 100 mph and bullets are flying. Not a game for the faint hearted.

# MR ADVENTURE MEETS



We have not had any new Adventures from Scott Adams since Golden Voyage surfaced a couple of years ago. Had he left us with an insoluble Adventure (Savage Island Part 2), I wondered, and made a quick escape from the Adventure scene, laughing?

Well, the news is, Scott is alive and well and living in Florida with his wife, Alexis and their two daughters. By now, he could be a father for the third time. He flew over recently, for his first ever visit to the UK. Feeling rather like a small boy about to be introduced to the REAL Santa Claus, I went along to meet

We typed OPEN DOOR and there was Scott, the man with one of the most devious minds in the world, instantly recognisable, more from a photo in '80 Microcomputing' some four years ago, than from the recent photograph in January's C&VG

The place was festooned with pictures of Hulk and Spider-Man and bedecked with Marvel comics. Why all this Marvel Comic artwork? "My new series," explained Scott.

"I had been looking around for a theme on which to base some new Adventures. I looked at movies and decided that, once off the screen and forgotten, a game based on one would soon lose its appeal."

Frankly, I was disappointed. This didn't seem as if it would lead to the kind of puzzle and excitement that has become the hallmark of a Scott Adams adventure. OK, so I watched Hulk on the box occasionally, but could never figure out where he got his new shirt and pants. Would it stand up in an Adven-

Scott walked around to a poster of the Hulk as depicted in Adventure Ml, as the first of the new series is known. He talked enthusiastically about his new subject. He explained how he had

approached this particular Adventure and how he aims, in general terms, to develop the Marvel series which will be of at least 12 games.

Each will be self-contained, yet linked in a way that will not be obvious to the player. What that link is I cannot tell you, but it has a purpose. To tell you might spoil your enjoyment as you play your way through the series as a whole.

Suffice to say that I was once again in awe of Scott's ability to create something exciting, original and downright mean and devious!

I should have guessed! With Scott writing it, of course it would work! An adventure game is incredible by any standards — and with Incredible Hulk, and an Incredible Mind . .!

One thing I can promise — the Marvel games will be good and they will not, as ever, be easy!

The series is based on the world of Marvel comics. Adventure International has a 10 year licence with the comic company. Never before has Marvel entered into an agreement lasting longer than a couple of years, and in this case, it was Marvel who made the first moves.

"Adventure players are going to start reading comics again," claimed Scott. "It'll be more fun if you read the comics, but it will not be any easier to complete the games."

Is there anything new about the format of the series. Do they support multiword input? "No," said Scott," I find that even in games with this facility, people very rarely use it. It really is unnecessary. If more than two words are called for, then if the player has typed TIE ROPE, for example, it is easy enough to ask TO WHAT?

Any randomness in M1? "Yes, there is one very big random element and two minor ones. But I'm not going to tell you any more than that!"

The Marvel series appeals to Scott because it is an exciting concept, opening up many new possibilities. In addition, the original series will continue, as it allows him to do just what he wants with his imagination and to explore new ideas that come to him. And one gets the impression that ideas are not slow in coming to this man.

Scott has not been idle since we last had a new game from him. Much of his time has been spent running Adventure International in Florida. After a number of moves to different premises, AI now employs about 40 people and occupies a Geodesic dome with 11,000 square feet of floor area for its production facilities.

So like many of us, Scott writes his games at home, in the evenings. "It's kind of difficult because, with two young daughters, I don't get the chance to make a start until around 7.30 — after their bedtime," he added.

Although they are now played more often on other micros, Scott still develops his games on a TRS-80. His Adventure Interpreter allows him to



of the The Hulk, Scott's first superhero Adventure. Here Keith Campbell, C&VG's Adventure Supremo, asks Scott a few probing questions about his life and the art of writing Adventures.

write a machine code game without re-inventing the wheel each time.

"The interpreter is the printing press, I write the book. It has served me well," said Scott.

However, whilst writing Ml, Scott came up against a programming requirement with which he began to think the interpreter couldn't cope. "I felt it was becoming too limiting" he explained. "So I went away and thought about it, and then went right back and just used the interpreter in a different way. Everything I needed was there all along — the problem was the way in which I had been looking at it."

So popular are the games that Mike Woodroffe, who represents Adventure International over here, has sent two programmers to Florida for training on Scott's interpreter. On their return, a start will be made to convert it for yet more micros, and by mid-summer we should begin to see Scott's games available for an extended range of machines, including the Dragon.

All of Scott's games are designed to fit into 16k of memory on a TRS-80. "So as you have a TRS-80, borrow my development disk to play Hulk," he said, offering me his diskette. "That way, you'll get the best game. The TRS-80 has the best version" I was never more glad that I had stuck to my trusty Tandy!

Scott originally wrote Adventureland in Basic, hoping to sell perhaps fifty copies to friends and enthusiasts. With hindsight, he now feels that Adventureland could have been twice as big a game in the same size memory, given the experience he gained in developing the series.

Scott's evenings have obviously been busy for, in addition to the first Marvel Comics adventure, he has extended the original series. Adventure No. 13 is *Sorceror of Claymorgue Castle*, "the most difficult", and No. 14 — a sequel to *Pirate*.

"I was never quite satisfied with *Pirate*, it wasn't all there. So I set about finishing it off," he explained. No mongoose this time, but the hill and the narrow crack are there. There could well be more sequels to come, and the earliest candidate looks like being a follow-up to *Strange Odyssey*. Scott claims he never achieved what he set out to do in *Odyssey*. "OK, it works well, but I just don't like it."

Some of Scott's games just happen. When he wrote *Savage Island Part 1*, he hadn't a clue what part two would be about. But when he came to it, everything fell neatly into place and it worked perfectly.

Mystery Fun House took him just a week to write, with a little help from his wife Alexis. He confesses that they created the fun house, in which all sorts of exciting things could be done, and they liked it so much that they had to think up a plot to turn it into a game.

So they added the parts outside the fun house and gave it an objective. It turned out to be one of his own favourites.

For those of you who write asking if Secret Mission is the same as Mission Impossible, the answer is yes. "We had to rename it because the television people objected," said Scott.

We moved on to *Voodoo Castle* which was written almost completely by Alexis. I was intrigued that, of the few girls and ladies writing into Adventure Helpline, this was the game they most frequently mentioned. Also, it was the one my wife had stuck at until she had solved it single-handed. Scott confirmed that he also found that *Voodoo*, for some reason, seemed to have a particular appeal to women, yet it did not appear on the surface to be a major departure from the rest of the series.

Why does Scott think his games are so universally popular? "I think it is

### MR. ADVFNTURE

SPIDER MAN THE TULK OF

because they are logical. All the information and clues necessary to solve the problem are there. The problems are all capable of solution and the player knows that. So he refuses to be beaten and will come back again and again to try."

We turned to the subject of hint sheets. These have now been turned into a hint book and give first a clue, than a bigger clue and finally a solution to each problem covered. Isn't there always a danger that what the author doesn't see as a particularly difficult problem may completely baffle the player?

"Yes, that's true and we are constantly revising the hint sheets in the light of feedback. They are an ongoing thing." I had a look at the latest version of the hint book, just on its way to the printers and found it to be very comprehensive.

I was interested in Scott's views on graphical Adventures. "I understood you to prefer the purely text adventure and yet now we have SAGAs," I remarked. "I still do prefer text," replied Scott. "The player is left to exercise his imagination and provide his own images which is much more exciting. But if we can provide graphics, and people want graphics, then we should let them have graphics."

So saying, he led me over to an Atari, currently at the start of *The Count* SAGA. "Try that," he suggested, "and see what you think."

I panicked like a schoolboy faced with a spot test on a subject he had failed to revise. I sat down at the Atari and found myself in bed. There I was looking at the end of the bed, my feet sticking up through the end of the sheets. I took the sheet, got up, tied the sheet and opened the window. I was now facing an open window. I tied the sheet. "Type INVENTORY", suggested Scott. The picture showed me carrying the sheet which was clearly knotted to the bed. I climbed down the sheet, on to the ledge, and got in the window. I could now see the window, open, with the end of the sheet hanging down from above.

"So that's what it really looks like!" I gasped. I looked around and moved the portrait which left a gaping hole in the wall. I was seeing the scene through my own eyes, as the "puppet", rather than through the eyes of a third party depicting the scene with me in it.

The pictures are updated with the latest state of play and appeared perhaps more like an interactive illustration than most other graphical adventures I have seen, since they had been added to the text plot, rather than had the plot evolve around them.

I was impressed and found my previously formed mental images from the



text game aligned closely with the graphic display. But I think I would rather play the graphics game AFTER the text game and that way get a whole new dimension from the game after solving the puzzle. This, of course, can be achieved through the "graphics off" switch.

One more note on SAGAs — the flicker problem, caused by difference of mains frequence (60 Hz in the U.S.), has now been resolved.

Alexis and their two daughters, aged five and two, obviously figure largely in Scott's life. Over dinner, I discovered that Alexis would dearly have loved to accompany Scott on his first visit to the UK but was unable, as she is shortly expecting their third child.

"She was wild about me going without her," grinned Scott, "and so I am not allowed to do anything NEAT whilst I am over here without her." Luckily, the venue was Heathrow and Scott was relieved to find it didn't count as London. London is NEAT.

And what of Scott himself? A tall, quietly spoken man who is fascinating to talk to. He has a liking for good food and wine. On tasting his Escargots, — snails to you! — which he ordered for starters, Scott jumped. They were obviously very hot. "Boy, that really hit the spot!" I muttered. "Yes," he joked, "They do look like evil smelling mud."

He particularly enjoys lychees which he is able to pick fresh from the trees in Orlando during one month each year. To say more would be mischievous, for under certain circumstances lychees can be NEAT!

I am sure we will see Scott back again soon, together with Alexis and able to do NEAT things over here at last!

Over the years, many new Adventure games will come in all shapes and sizes from numerous sources. Some will be played and soon forgotten. Others — fewer — will be more lasting, to be played and enjoyed for years. Scott's will be among those. They will be around for a very long time.

Micros may come and go, but Scott's games will stay with us to be converted to computers not yet dreamed of and to be played by future generations. They are timeless and the stuff of which classics are made.

Adventures can be played and enjoyed only by the young, says Scott. "But," he adds, "they are for the young of all ages. To play and enjoy Adventure, you have to be young in mind."



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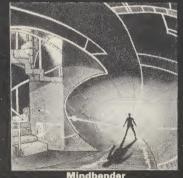
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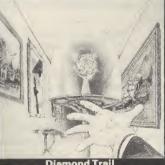
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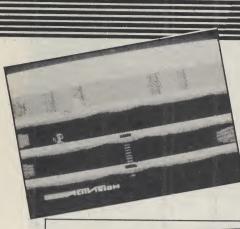
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### PITFALL COMPETITION

- (1) I think that there are giungle animals hidden in the picture.
- (2) The common link between Pitfall Harry, Tarzan and Doctor Livingstone is (max 20 words).

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Down in the jungle something stirs. The mad squawking of exotic birds disturbed splits the air as a fleeting figure dashes through the trees.

No — it's not Tarzan. Or Jane, for that matter. It's none other than Pitfall Harry on his way to the Lost Caverns to take part in his second adventure.

Harry started out in the jungle two years ago when Activision launched the first Pitfall game.

Since then our hero has become proficient in leaping over crocodiles, swinging through trees, running away from scorpions and countless other jungle pursuits.

Now Harry will need all his skills for his second and much more treacherous adventure.

C&VG's Joystick Jury has already pronounced judgement on Pitfall II elsewhere in this issue, but for those of you who can't stomach judicial procedures, let me tell you that the verdict was not far from fantastic.

The game introduces lots of new challenges — like the balloons on which Harry has to hitch a ride and the horrible condors and bats.

Now you can win a copy of Pitfall II plus an Atari VCS to play it on in our incredible Spot the Animals competition!

Our friends at Activision are also throwing in two of their latest cartridges, Space Shuttle — a challenging space fight simulation game — and Frostbite which casts you as an eskimo racing against freezing conditions to build an igloo.

We have six prizes of an Atari VCS up for grabs and three cartridges go with each one.

Here's what you have to do. Study our artist's impression of a screen from the first Pitfall game and tell us how many jungle animals are hidden in the picture.

Then, in no more than twenty words, tell us what Pitfall Harry, Tarzan and Doctor Livingstone all have in common.

Entries can only be accepted on the coupon printed here and the usual C&VG competition rules apply. Send the coupon to Pitfall Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London, EC1R 5EJ.



## EYE HITTING

Hello shipmates! This time we take to the high seas with that jolly jack tar, Popeye the Sailor Man, thanks to Andrew May of Dumfrieshire, Scotland, who entered my video contest a couple of months ago.

We asked you to send in tips on your favourite game and Andrew was one of my winners. I thought his tips were good enough to pass on to you! Popeye can be played on the Atari VCS, ColecoVision Intellivision, and the Philips G7000.

I reckon these tips will help you out whatever system you own. Now, over to Andrew!

"You control Popeye who has to save Olive Oyl from the clutches of evil Brutus! In the first screen, Olive is throwing love hearts and Popeye must catch them before they sink into the water. Each time Popeye catches a heart, the nasty Sea Hag, another of Popeye's archenemies, throws a bottle at him.

Beginners may find it hard to punch the bot-Popeye's way of defending himself!

> To make it easier on yourself, when you catch a heart, try to be near the steps or on the ladder so you can dodge the bottles.

Brutus is also throwing bottles at poor old Popeye, so don't stay on the same level for too long, as this evil character chucks three bottles at a time on occasions! Try to keep to the top platform, as the higher Popeye is, the more points you get when he catches a heart.

Brutus can't chase Popeye onto the top platform but he can jump up at him.

If Popeye manages to grab his spinach, which appears randomly around the screen, the Popeye theme plays and our hero can knock Brutus into the



middle of next week while the tune keeps playing!

Once all the hearts are out of the way, Popeye moves on to the next screen - and here Olive is trapped at the top of a building. Olive is showering her true love with musical notes. There are two trampolines among the platforms in this screen and these

can be <u>put</u> to good use if you have to catch a note near the bottom — you can then jump on the trampoline and leap up to a higher level to catch another note for more points.

On this screen, the spinach appears by the bottom right hand trampoline.

The Sea Hag appears again on this screen, lobbing more bottles at our hero - so he has to punch them or dodge them to stay in the game.

Screen three is the toughest of them all. It is set on a boat and Popeve has to catch Olive's kisses. There's a sliding platform on the top level of the screen which moves you around a lot faster,

but this can prove fatal if you attempt to punch out bottles at the same time!

Andrew has certainly chosen a good game on which to send us tips. Popeye has been one of the biggest favourites in the C&VG office, especially the Coleco version. Every one of our software reviewers has been avidly studying Andrew's hints. Judging by reports coming from the famous C&VG computer, whose tips have come up trumps, all our reviewers are well on their way to becoming

Popeve experts. Surprisingly, all Andrew's tips work just as well on the Intellivision and the Atari VCS as they do on the Coleco.

Thanks Andrew! Next issue we'll be taking another look at a top game and bringing you more points winning tips. Excuse me, I'm off for a bowl of spinach!



### AND NOW MY THESIS

Phew! That Popeye chappie really tired me out - so much so that I feel like retiring to my study to have a quiet read of the Encyclopaedia Videogameia.

But before I go, I'll tell you about some of the games to be featured in the Professor Video column next month.

After hours of play in my secret laboratory, I am pleased to announce that I have developed a thesis entitled "How to Score Higher on your Favourite Spectrum Games'.

I just know you are going to like it so don't forget to order an early copy of C&VG at your newsagents.

I am also still looking for good strategy tips and have ten C&VG T shirts to give away to the best ones I receive every month.

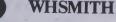
Tips can be for any home computer or video games systems or, if you have mastered an arcade game, you may like to send your tips to an ex-pupil of mine on the Arcade Action page Miss Clare Edgeley.

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machine

### SUPER **GAMES FOR** THE ADAM?

Disappointment — that was my main feeling when the longawaited Adam expansion unit finally arrived complete with Buck Rogers and the Planet

Unfortunately for Buck Rogers fans, the same levels of excellence have not been reached in this game.

The game is the first title to come up before the Jury which works in conjunction with the expansion module — a collection of boxes which can be connected to your Coleco to provide computer keyboard, tape drive and printer.

Despite this extra capacity, Buck Rogers does not measure up to some of the conventional

cartridges available for the

It is fed into the Coleco via the tape feed and loads extra screens of action as the game is being played — making a distracting rattling sound in the process.

The graphics are not a patch on the arcade version - none of those long sweeping sorties across the planet's surface.

Buck Rogers and the Planet Zoom are the hottest titles in the range of co-called Super Games for the Adam - which does not bode too well for the rest.

The Adam expansion unit will be in the shops around May at between £600 and £700 - so start saving. The price of the

cassette games is unconfirmed.

THE VERDICT A disappointing version.	arcade	con-
• Action • Graphics		2
<ul><li>Addiction</li></ul>		2

### MARIO ZAPS HOSE PESKY

● Theme

That little carpenter Mario, the man who attempted to rescue his girlfriend from the clutches of the great ape in Donkey Kong, and then imprisoned the giant gorilla in Donkey Kong Junior, is back again. This time without a monkey in sight.

again to bring you the story of the Mario brothers. No, it's not a video-game version of The Godfather, although you might want to call in the Mafia to deal with some of the nasties you'll encounter in this version of Nintendo's arcade game.

You have to help Mario and his you are on your own! brother Luigi get rid of all the pests infesting their new house. There are several types of pest and a nasty character called Slipice the Iceman.

Shellcreepers are the easiest

type of nasty to deal with - they looked remarkably like tortoises to me. Then you get crab-like creatures called Sidesteppers, and flying things called Fighter-

All these creatures come at you as Mario clambers around a series of floors, Donkey Kong style. He can deal with the pests by bouncing up and down and bashing his head on the floors above him. If a pest is walking along at the same time, the shockwaves from Mario's headbutt stuns them and Mario can nip up to the next level to knock Atari have raided the arcades them off — scoring points as he does so

> In times of extreme trouble, Mario can head-butt the "POW" switch, located between the two bottom floors — this stuns all the pests on the screen. But you can only use this switch three times after that it disappears and

> You can help Mario score more points by collecting the various coins and wafers which appear rolling down the floors of the Brothers' house. A bonus wafer appears after each time a pest is dealt with. Coins appear at random and you are given just 15 seconds to collect as many as you can before the pests return to haunt you. In later rounds, Slipice the Iceman appears and covers the floors with a dangerous layer of ice. You can stop Slipice by hitting him from below and knocking him off a floor when he starts to melt.

> Mario Brothers features eight levels of play - for one or two players. In two player games,





MARIO BROTHERS





**FROSTBITE** 

PITFALL II



SNOOPY AND THE RED BARON



Mario's brother Luigi appears and can be controlled by the second gamester.

It's not the most original game around but it is very playable and quite addictive. The graphics are in the cute class - a trend which appears to be growing in the world of dedicated video game systems.

Mario Brothers comes from Atari and runs on their trusty VCS system. It will set you back £29.99.

### THE VERDICT

A cute game for running, jumping and hopping fans with some nice twists — but not very original.

3

- Action
- Graphics
- Addiction
- Theme

### **FROSTBITE** SKATING ON THIN ICE!

There's no time to get cold feet when you take on the frozen wastes in the guise of Frostbite Bailey, Activision's latest hero for the Atari VCS.

Frostbite is trapped on the polar ice-cap and the temperature is rapidly falling. The only way to survive is to build an igloo quickly and rush inside. To do this, he has to jump on ice floes which are floating past in a subzero sea! Each ice floe he jumps on earns Frostbite a cube for his igloo - but he must complete it in time as he turns into a human icicle if the temperature drops below zero.

There are hazards, of course - like snow geese, clams and crabs who attempt to knock him off the ice floes. And Frostbite is not even safe on land. After a couple of opening screens, a polar bear appears on the shore to chase poor old Frostbite around

Frostbite can earn extra points by catching the fish which swim past, as he attempts to build the igloo. He has to work day and night to keep out of the cold and must build four igloos in each time period.

Frostbite Bailey is not the most original game in the world, but if you are looking for a Froggertype game with some nice twists then this is the game for you.

Game action is fast and fairly addictive and graphics definitely fall into the 'cute' category.

Frostbite will be available soon from Activision and will cost £29.95.

### THE VERDICT

Not terrifically original — but well executed and fun for all the family.

- Action
- Graphics
- Addiction **Theme**

3

3

### MORE HEROICS FROM HARRY

In another first for Joystick Jury, we are able to bring you the first UK review of Pitfall II.

Regular readers of Videogaming will need no introduction to that intrepid jungle adventurer, Pitfall Harry.

Quite simply, Pitfall is the best graphic adventure ever written for the VCS and now ace designer - David Crane - has programmed the sequel.

The game kicks off in true Pitfall fashion with Harry dashing through the thick jungle foliage.

A little further on, the horizontal aspect of the game, which so characterised Pitfall I, rapidly changes as our hero finds himself in the midst of a multi-level climbing game.

Harry and his travelling companions, Rhonda, his niece, and Quickclaw, the cowardly cat, have to encounter many nasties as they explore the numerous levels and platforms. But if nasties and a climbing scenario makes you think of rolling barrels and Italian carpenters, then forget it - when I say nasty, I mean nasty. The worst of these villains is the condor who flies across several screens and swoops down and kills our hero simply by clipping him with its wings. Also deadly are the poisonous frogs that leap to and fro across the ladders.

The object of the game is to collect as much treasure as you can as you try to find your way to the end of the Lost Caverns.

Playability of Pitfall II has been greatly increased by a unique game sector marker system. Every time you reach a certain point in the game, a cross appears which Harry has to touch - the VCS will register the contact by emitting a bleep then, if you get killed later in the game, begin again at the last cross and not at the very beginning. This takes the tedium out of having to play your way through that part of the game which you have already mastered to get to the bit which is still eluding you.

The game is played to the accompaniment of a sophisticated musical sound trap made possible by a specially developed sound chip exclusive to this game.

The good news for Spectrum and Commodore 64 owners is that Activision are developing Pitfall I and II for these computers to be launched later this

### THE VERDICT

I can't recommend this game highly enough. If you already own Pitfall I, rush out and buy this sequel - if you don't, rush out and buy them hoth.

- Action
- Graphics
- Addiction
- Theme

### **SNOOPY VS** THE RED BARON!

Here's the famous air ace preparing for another dangerous mission. I know you're up there, Red Baron! This time I'll get you for sure! Stealing my dog-dish was the last straw!

That famous beagle Snoopy, from the equally famous cartoon strip Peanuts, takes to the air in a video dramatisation of his battles with the evil Red Baron.

This is a dogfight in the true sense of the word! Snoopy flies his kennel in search of the Baron - who has stolen the Peanuts' gang's food supplies. Hamburgers, ice cream cones, popcorn and other tasty treats have disappeared into the Baron's crimson triplane. Snoopy has to shoot down the Baron and recapture the goodies.

Snoopy begins his mission

with four kennels - armed with a deadly machine gun! It takes eight direct hits to down the Baron's plane. The Baron can shoot back - and Snoopy's kennel gets riddled with bullet holes! Eight hits and he is in the doghouse too!

The Red Baron drops stolen food from his plane as Snoopy harries him. To catch the supplies, you must dive after them and touch them with the kennel.

The Baron also drops a skull and crossbones - don't catch this otherwise Snoopy loses all the goodies he's managed to collect. Also, if Snoopy is defeated by the Baron, all accumulated food will be lost and the Peanuts gang will go hungry.

When you start the game, Snoopy has to shoot down the Baron four times before moving on to the next stage when the dastardly air ace gets even trickier to catch.

After the end of each stage or when the game ends - you see a scoreboard with the number of planes shot down and the amount of food recaptured. A really nice feature this.

You get bonus points for each bit of food captured — and earn a Gold Baron after fifty red ones have been shot down!

I really enjoyed playing this game. It's fast, the graphics are cute and it's very addictive. Snoopy looks just right sitting on his flying kennel, complete with goggles and scarf.

Snoopy fans will be pleased to know that, when his kennel has been riddled with bullets, he doesn't crash to the ground in flames. He simply floats gently earthwards - sustaining no terminal damage!

As with all Atari VCS games, there are several game options ranging from children's to expert.

Snoopy and the Red Baron is available from Atari for the Atari VCS and is a bargain at £19.95. Could this be the first in a range of Atari-Peanuts video games? Just wait and see!

### THE VERDICT

A great "cute" action game for all of you who like dogfight games — and Snoopy fans of course!

- Action
  - 4
- Graphics
- Addiction Theme

## Spectrum

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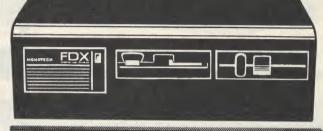
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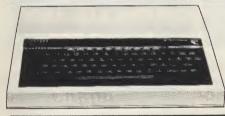
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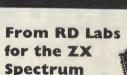


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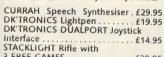




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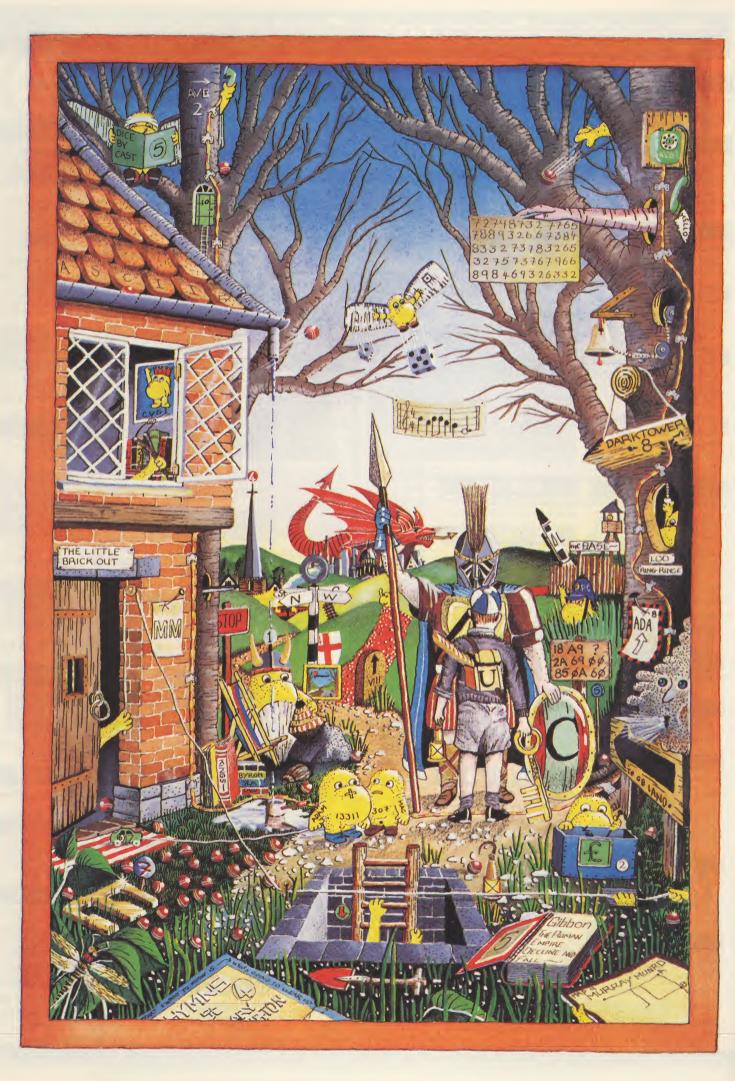
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## Vadis:

ARE standing at the end of a long narrow road. There is a small brick house there and U enter by the front door.

(U think: "This seems familiar", but dismiss the idea . . .).

There is a key on the ground here. There is a brass lamp here. There is food and water here.

U eat and drink. U pick up the key and lamp. There is very intricate engraving on the key which is hard to read but you see the letters: c..l, the centre two being very indistinct. U rub the lamp and now have a very clean lamp (!). U leave by the rear door . .

A thunderous voice roots U to the ground and U look up to see a figure calculated to strike terror into the bravest heart!

"Stop"! "Desist"! "Take not one step Beyond this program break. Consult the Key and See: How neatly put together

Could curt description make Of crowned Viking impotence!"

"By happenstance bear I his name.

And U, bold pilgrim now shall state First name, then Function! Else termin-

Thy progress in this Quest By lack of diligence . . . !" (((((a)......(b).....)))))

U answer at once, being a C&VG reader and therefore a cut above the crowd as it were, but still U are incurring the displeasure of the frightening being before U..

"Oaf"! "Dolt"! "U are in the wrong Adventure" shouts the apparition. "But", more kindly, "U did answer smartly so I

What's all this then? You may well ask! If you are a seasoned Computer and Video Games reader then you'll know that we always come up with new and original ideas — and this one is no exception! Quo Vadis? is a puzzle-cum-treasure hunt-cum-computer-moderated game that will baffle you for the next three issues of *C&VG*. But

stick with it — because we've got our hands on two Coleco Adam computer systems! The two people who manage to solve the mystery of *Quo Vadis?* will win one of these amazing prizes — worth well over £700. And we'll have prizes for the top ten runners-up too. Who could

How do you get started? Just read the first part of the Quo Vadis? mystery which starts on this page. As you read, you'll come across some questions and puzzles which have to be solved before you can move on to the next stage — which you'll find in the June issue of

The first three questions appear in this issue — the rest follow with the final questions appearing in our July issue. Don't send your entries off yet! Wait until you've solved the entire quest. We'll tell you later how to send your entries in.

You'll find clues to the mystery in our giant Quo Vadis? picture — study it carefully and it will help you solve many problems. You might even find more clues if you read this issue really carefully.

So look out your magnifying glass, grab a pen and paper and enter the world of *Quo Vadis?* It's a journey you'll never forget.

shall put U right".

So saying he announces proudly "I am the Sinister Chief around these parts although my friends call me Chief. My REAL name is never used (You know it now so can see why!) as I resent legpulling".

The Chief now adopts a more fatherly tone of voice which implies that U are a feeble adventurer in need of

"I will take U to the start of this Quest", adding darkly, "Which is what I am . . . "And then I'll introduce U to some of my mates along the way".."

Some minutes later U arrive at a sharp bend in the road. "We're here" says the Chief. "This is me!"

"Push off to the South until U reach a Base. The road bends around to the right gently at first but for goodness sake don't turn right into the big Red road on Ur right just before U get to the Base or else U will be in real trouble!"

"My old mate AGAS will be looking out for U. Don't be frightened by his appearance - he's really the Adventure Gamer's Arbitration Service and can get stuffy about his status in life." "Don't be surprised if he's surrounded



THE PRIZES

The first two people to solve the Quo Vadis? quest will win a complete Coleco Adam computer system worth over £700. This package has been causing quite a stir in the States and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coleco video game console, and a superb letter quality printer.

Runners-up will each get a copy of the album performed by the band called Mainframe — the people behind the mind boggling mystery that is Quo Vadis?

We'll probably get some other goodies together too by the time the competition ends — so watch this space for more news!

by uncertain adventurers pestering him for decisions about where to go next..." "Fact is, dear boy, or are U a girl?"

"Never can tell the difference these days with the hair and all that" sniffs the Chief, "He will probably pass U on to the PC for the Base test. Goodbye!"

U set off South and become aware of a "brown" smell... This soon manifests itself as a cloud of vapour completely blocking the path ahead. It is muttering "Diode Mining Ores" and "I Go Modern Inside" and is blowing little smoke rings... U clear Ur throat and the AGAS (For it is he or it or she) looks at U with disdain. "Yes?" it says, sniffing its disapproval, "What do U want?"

"I'm looking for a Base" U say, "The Chief told me that you would help."

"God, but U're thick" says the AGAS admiring its own fine translucency, "I suppose U'd better follow me" and puffs off at high speed.

"I should tell U," shouts the AGAS over its gaseous shoulder, "This land is now mainly inhabited by VGs" "There are two bad types, 'Aerial' and 'Burrowing', AVGs and BVGs" "They leave the good guys, the CVGs, to clear up".

U reach a high stockade. AGAS exclaims "Oh Lord, its the PC!" and in a loud whisper: "He's a real pain. Tries to control everything. His ancestors ruled the whole planet U know and he does get a bit above himself" "Just 'cos he's got some Perishing Missiles in there he thinks he's God and U'll get no further without the Password!"

"Good luck cries AGAS, vanishing...!

The PC is shouting at a group of AVGs and BVGs who are worrying a Trum but he has seen U approaching and now utters in a pompous tone:

"I need the Word, U weakly Nurd, To let U Pass Behind the glass And Poke around Inside the Pound

This is MAINFRAME, the unusual rock/pop band who created our Quo Vadis? quest.

Mainframe is Murray Munro, 21 and John Molloy, 23. They are a two-piece synthesizer/guitar/computer band creating some very exciting music and also a

considerable stir with their use of their very own Digital Sound Sampling device both in their live shows and in their records.

They have already created one "quest"—that which is part of their current album, Tenants of the Lattice-Work. Be warned, it is not easy. So far nobody has won the £2,500 Golden "M" which is the band's

For easy clues
Which U may use
To speed U on Ur wretched way
And then can I go out to play...!"

Spotting the answer in a flash, U oblige the PC and, giving a cursory glance inside his Base, U press on South meeting the AGAS again. He seems to have taken to U and is happily burbling away about PC's exploits and how another character got in on the ACT in certain areas before PC's Big Brother stepped in to protect the little fellow from marauding Fruit.

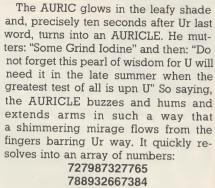
AGAS: "U know, sometimes I think the PC is going a bit gaga." "He keeps trying to tell me his real name is 'EMMMM' in a kind of farmyard English!" "But there again he is a bit slow, poor chap, and he does have that awful installed base to look after. Leaves him little enough time for Games!"...

AGAS kicks aside an emerging BVG who has been mining under the path, "These Burrowing VGs are a real nuisance, picking on the Trums, poor little Specks!"

"If it wasn't for the *C&VG*s chasing them out I don't know where we'd be" "Ah, there's the AURIC standing under that tree. He'll have Ur next problem for U I expect, that is, if we get to him before he vaporises!"

"U have to chat to him for a few minutes so that he stays in his listening mode. He then waits ten seconds and changes into an AURICLE and spouts wisdom and so Forth...

U duly speak politely to the AURIC (For U are as yet only two tests down the road to success and cannot be too cocky about Ur progress) "The Chief said you would help me Mr AURIC..."



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AGAS looks at this for a moment and says: "Look here, AURIC, that is an unfair question" "I am the Arbitrator here and I think this young Adventurer will need a little poetic help".

The AURIC returns grudgingly to his speaking mode and grumbles:
"A number will flow from this vision So grouping will aid Ur decision.
Compute them in turn,
It's a question U'll learn,
It's all that U'll need for precision!"

((((a).....)))))
"Well done" says AGAS, peering at
the correct answers U have written
down (For U will need them all at the
end of this Quest!) "I see U are keeping
all the answers properly, for without
them U will never leave this land to do
battle with the Dragon of Herbal Hill"...

U are now travelling Southwest and U arrive at a sharp right angle bend in the road, noticing that yet another big Red road goes off to the right precisely at the apex of the corner...

RULES:

 All answers MUST be sent on the form which will appear in our June issue.

 Decision of the Editor will be final in judging the winners and no correspondence will be entered into.

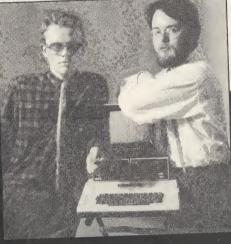
• All entrants MUST complete the entire Quo Vadis? quest.

prize but several groups are on the track!

Murray, John and manager, Rod Munro, created the Quo Vadis? quest with Computer & Video Games readers very specifically in mind. Mainframe tell us that their album and the current single Talk to Me, which has sound-

to-light programs for Spectrum, ZX81, BBC and Apple on the "B"-side, should be available in the larger record shops and Smiths but if anyone has difficulty then they will supply directly from:

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Hello again. Thanks to everyone who sent me messages on Micronet 800 last month. As I said last time, Bug Hunter now has its own account on Micronet and, if you're a member, then save yourself the cost of a stamp and send electronic mail instead. My account number is 012 786 556, and I'll try to reply within a day or two.

### UNSTOPPABLE VIC

Granville Danby writes from West Yorkshire with a way of disabling the run/stop and restore keys on a Vic. Try typing:

POKE 46,26:POKE 45,240:POKE 788,194: PRINT CHR\$(8): POKE 37150,3:CLR and your listing should be well and truly unstoppable.

### MILLIMAN

Milliman for the Spectrum, from February's Book of Games, was printed as a listing for a 48k machine. However, the title said that it would run on a 16k model.

If your Spectrum has only 16k, then you'll need to change all references to 48k memory addresses by subtracting 32768. For example, in line 5, change 64999 to 32231. You'll also need to do this, for example, in lines 90 and 425. The game is bug-free, and should then run on any Spectrum.

### DRAGON POKES

Now here's news for any Dragon owners having trouble loading and saving on cassette.

A letter comes from Scott McRae in Aberdeen, Scotland (that'll do nicely). He says that typing POKE 144,3 boosts the level of sound through the cassette interface and has improved his loading and saving no end. So if you've been having problems with your Dragon (no mother-in-law jokes, please) then try a quick poke.

### ANT ATTACK

Has anyone out there managed to rescue all ten people in Quicksilva's Ant Attack? Have you found that the new game has the ten people in the same place as the first, and that finding them is, therefore, rather easy? If so, then you're not the first. This fact was brought to you by Paul Shippen and Darren Perrin of Hatfield, Herts.

### SO NOW YOU KNOW

Remember the letter a couple of months ago about a bug in Chequered Flag for the Spectrum? And that the last lap time was always printed instead of the fastest one? I asked if anyone else had had that problem, and Christopher Truman of Kings Lynn has written to me to agree. It seems that there really is a bug in the program.

Christopher also mentioned that typing 6031769 while playing Manic Miner will put you in 'cheat mode', and pressing certain combinations of keys will transport you directly to the level of your choice.

Sorry to disappoint you, Chris, but you're not the first with this information.

### SIMPLE MINDED?

Returning again to Manic Miner for the Spectrum, Robert Savage from Burton-on-Trent writes to point out that if, on the Kong Beast screen, you open the trap door and pull the other lever then you'll get a bonus of 2,500 points and the Kong Beast will fall to his death.

Robert also states that he plays much better while listening to 'Sparkle in the Rain' by Simple Minds; especially side one. It takes all sorts.

### KONG-OCEAN

Players of Ocean's Kong for the 48k Spectrum now have some help, courtesy of Peter Bines from Grantham, Lincs. When you are on the third level, he says, climb up the first ladder and then up the ladder on the right. If you then jump on to the moving girders, you can go straight through the top girder to complete the level.

### MORE MUSIC

After the extremely weird Robert Savage and his high scores, achieved by listening to a Simple Minds LP, I thought we'd heard the last of such eccentrics. But the next day a letter arrived from Ian Potter in Thatto Heath, Merseyside in a similar vein.

At the end of his letter Ian says that his top score for Atari Donkey Kong is 265,600. That score was helped by listening to Windpower by Thomas Dolby.

by.
Where will it all end?, we ask. Donkey Kong, and The Monkees?

What's your suggestion of music to play a video game to? Send it to me by the end of May and I'll publish the best ones and give a 'The Champ' tee-shirt to the winner.

Entries to Bug Hunter at the usual address. A postcard would be useful; it saves extra work with the letter opener (Have you met her? She's called Jane and she's rather nice).

### TIMED TO A TEA

Here's another tip for Atari owners, to make loading, saving and listing your programs a little easier.

Typing CTRL-1 while a program is listing will stop the process, allowing you to inspect the portion on the screen. You can start it again by pressing CTRL-1 a second time.

When loading and saving programs, press CTRL-2 while the loading or saving is taking place. The computer will then bleep at you when the cassette operation has finished. So if you're making a cup of tea while waiting for Zaxxon to load, you'll know to take the tea bag out of the cup when you hear the bleep.

### LINK-UP FOR 64

Returning to Micronet for a moment, Richard Shepherd (no, not that one) from Nottinghamshire asks whether a Micronet link is available for the Commodore 64. The good news is that the Commodore database is currently being constructed, and the adaptor should be available towards the end of May. Details from Micronet on 01-278 3143.

### **NINE LIVES**

Finally this month, yet another Spectrum snippet.

Paul Shippen reckons he's found a bug in Jet Pac. It you get more than nine lives then a colon will be printed instead of a number ten. This, he deduces, is because a colon comes after 9 in the Spectrum's character set.

You're probably right, Paul, but I've only managed to score 41,000 so far. I'm too busy reading all your letters to sit at home playing games all day.

See you next time. Don't forget to write or phone if you have any problems with the programs from *C&VG*. Alternatively, drop me a mailbox on Micronet to 012 786 556.

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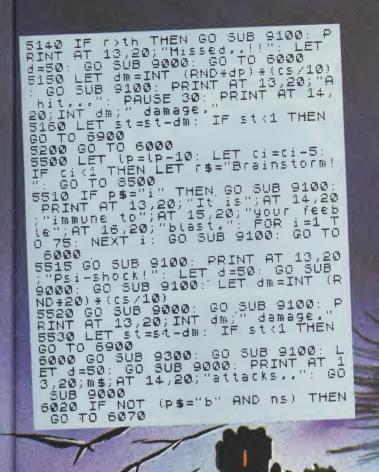
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BORDER Ø: PAPER Ø: INK 7: L5 LET 1 = 1 sp=0: LET a=13: =sp: DIM t(INT P LET : LET tn=sp: DIM t(INT PI): LC; t(SGN PI)=9999: LET t(2)=t(SGN P I): LET t(3)=t(SGN PI): LET 0b=s ET cf=sp: LET tp= LET b=8 I): LET t(3) = t(5GN PI): LET P: LET xp=sp: LET cf=sp: LET CODE "d" DIM p(3): FOR i=1 TO 3: LE )=1: NEXT i: DIM q(3) DEF FN r(z)=INT (RND\*z)+1: 30 DIM LET P(i) = 1:40 40 DET FN (2) = 1N (6ND \*2) + 1 LET CS = NOT PI: LET CI = CS: FOR ( 1 TO 3: LET CS = CS + FN R(S): LET I = CI + FN R(S): NEXT I 50 INPUT "Thy name "; n \$ CI=CS: FOR I= 50 INPUT "Thy name ";n\$
50 INPUT "Thy name ";n\$
50 GO TO 200
100 LET o=NOT PI: PLOT o,18: DR
AU 155,o: DRAW o,155: DRAW -155,
o: DRAW o,-155
110 PLOT o,o: DRAW 255,o: DRAW
c,16: DRAW -255,o: DRAW o,-16
120 PLOT 157,18: DRAW 98,o: DRAW
u o,55: DRAW -98,o: DRAW o,-55
130 PLOT 157,75: DRAW o,98: DRAW
U 98,o: DRAW o,-98: DRAW
U 98,o: DRAW o,-98: DRAW
U 98,o: DRAW o,-98: DRAW 140 RETURN 200 CLS 210 GO SUB 3000 220 LET the 220 LET 230 GO S 250 GO S in=tn+5GN PI 5UB 3010 508 9300 To 220 5UB 9110: PRINT AT 20,5G wondrous jewel!": LET xp r(6)+fl)\*CODE "d": LET d 5UB 9000: GO SUB 9110: R 2000 GO N PI; "A =XP+(FN =50: GO ETURN 2300 GO SUB 9110: PRINT AT "A circle of power!!!": LET : GO SUB 9000: GO SUB 9110: !P=!p+FN r(40)+f(\*FN r(3): AT 20,1; LET d=50 LET 14 2500 IF NOT P(VAL as) THEN RETUR LET t(VAL as) =tn+FN r(6)+6: q(VAL as) =56N PI IF as="1" THEN LET cs=30 IF as="2" THEN LET ci=30: 2510 LET LET 2520 2530 2540 3000 RETURN 3000 GO SUB 8000 3010 GO SUB 9110: PRINT AT 20,1; "Which way now?" 3200 IF tn>t(SGN PI) THEN LET P( SGN PI)=NOT PI: LET q(SGN PI)=NO PI) =NO PI: ET cs=10 tn>t(2) THEN LET p(2)=NO LET PI: LE! (S=10 3210 IF tn>t(2) THEN LET p(2)=NO T PI: LET q(2)=NOT PI: LET ci=10 3220 IF tn>t(INT PI) THEN LET p( PI) =NOT PI: LET P (INT INT T PI 3230 GO SUB 7000 3240 RETURN 4000 REM Monster selection 4005 GO SUB 9300 4010 LET cf=1: LET mn=INT cf=1: LET mn=INT (RND+1 4020 RESTORE 9700+(10\*mn): READ m#,f1,f2,p#,sb,ib 4030 IF ft(f1 OR ft)f2 THEN GO T 4010 4040 LET ds=("pa(try" AND sb(20) + ("mighty" AND sb)19)+" and "+("thick" AND ib(10)+("c(ever" AND ib)9)+" "+ms ib>9) +" "+m\$

4050 GO SUB 9110: PRINT AT 20,8G
N PI; INK 7; PAPER 2; FLASH 8GN
PI;"A monster appears!": BEEP .0
2,10: BHEP .02,20: BEEP .02,30
4050 IF mn=11 THEN PRINT AT 21,1
;"It's Nerith himself!" GO TO 4 4070 PRINT AT 21,5GN PI;"A ";d\$
4090 LET st=sb+(INT (RND\*10)-5)+
ft: LET it=ib+(INT (RND\*15)-7)+f

IF STANDT PI THEN LET STEND 4100 PI IF it (NOT PI THEN LET it = NO 4110 T PI
5000 REM combat
5010 LET th=NOT PI: LET dp=th: CR
5010 LET th=NOT PI: LET dp=="b" OR
P\$="b" PI 5055 70 5060 NEXT i
5070 GO SUB 9300: GO SUB 9100
RINT AT 13,20; "Strike now!"
5075 FOR i=SGN PI TO 20: LET
-,5: LET dp=NOT PI
5080 IF INKEY\$="" THEN LET t
6: LET dp=5: GO TO 5120
Then LET t
5090 IF INKEY\$=10: GO TO 5120
15 INKEY\$="" THEN LET t
5100 IF INKEY\$="" THEN LET t
2: LET dp=20: GO TO 5120
2: LET dp=20: GO TO 5120
30 IF INKEY\$="" THEN GO TO 5060 NEXT GO SUB 9100: P th= THEN LET the. THEN LET THEN GO TO 55 5110 5116 NEXT 5120 LET th=th+(cs/20-.5): LET THEN =RND 5130 LET (p=(p-1: IF (p<1 ET r#="Heart attack!": GO TO 850 GO Ø





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6030 LET ns=ns-1: PRINT AT 15,20 ;"A Fifeba(()": LET dm=st-(cs AN D P(3))
5040 PRINT AT 16,20; INT dm; " dam
age": LET (P=(P-dm)
5050 IF (P<0 THEN LET r\$="burns"
50 TO 8500
6050 GO TO 5070
6070 IF NOT (P\$="d" AND DS) THEN
6080 LET DS=DS-1: LET th=.4-(.3 6030 LET TIS = TS-1: LET th = .4-(.3 AND q(INT PI)): LET T=RND

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6090 IF rcs=cs-10: GO TO 6145 6100 LET cp=0: IF p\$="p" THEN L IF ps="p" THEN LE CP =S t /40 6110 IF (it)st AND it)5 AND RND%
.1) OR RND4.05 THEN GO TO 6500
6120 LET st=st-1: LET th=.4-(.3 Q (INT PI))+(st/100-.2): AND r=RND 6130 IF st<1 THEN GO TO 6900 6140 IF r>th THEN GO SUB 9100: P RINT AT 13,20;"Missed!": LET d=5 0: GO SUB 9000: GO TO 5070 6145 LET dm=INT (RND\*20)+(st/30+ 50 LET tp=tp-INT dm: GO SUB 9 1: PRINT AT 13,20;"A hit.": SUB 9000: PRINT AT 14,20;INT " damage!": GO SUB 9000: GO S GO SUB 91 6150 6 5100 6155 IF RND<CP THEN LET r#="Gho t Paralysis!": GO TO 8500 6160 IF tp<0 THEN LET r#="your cunds": GO SUB 8500 9100 rs="Ghou ounds": GO SUB 8500 5165 IF cs<0 THEN LET r≢="Energy Drain": GO TO 8500 6170 GO TO 5070 6500 GO SUB 9100: PRINT AT 13,20 ;"Psi-bolt!!": LET it=it-5 6510 IF it<1 THEN GO TO 6900 6520 LE: dm=INT (RND\*20)+it-10+( 6520 LET dm = INT -10 AND it(ci) 6530 PRINT AT 15 15,20;dm;" damage! dm: IF (pk1 THEN LE tk!": GO TO 8500 LET lp=lp-dm: rs="Mindshock!" GO 5 i: Go CET xp=xp+(100); 6910 LET xp=xp+(100); (20-ci)+3000\*(mn=11); (20-ci)+3000\*(mn=11); (20-ci)+3000\*(mn=11); xp = xp + (100 \* fl) + (20 - cs) +RETURN FOR i =5GN PI TO CODE "d" LET a = a + (INKEY \$ = "6") - (INKEY '): LET b = b + (INKEY \$ = "8") - (IN 7005 7010 LET \$="7"): | KEY\$="5") 7012 IF INKEY\$="1" OR INKEY\$="2" OR INKEY\$="3" THEN LET &\$=INKEY \$: GO SUB 2500 7015 IF INKEY\$<>"" THEN BEEP .01 ,10: GO :-7017 NEXT :: 7017 NEXT :: 7000: RETURN 9TTR GO TO 7020 SUB BEEP .01,0: 4000: R 7020 IF 01,20: LET a= 7000 7000 TR (a,b)=6 THEN BEEP a=a1: LET b=b1: GO IF ATTR 3: RETURN IF SCREE (a,b)=5 THEN GO 7030 3500: SCREEN\$ (a,b) = " \* " THEN G 7040 SUB 2000 IF FN r (20) =5GN PI THEN GO 7945 5UB 2300 7050 IF 0 5UB 4 THEN FN r (20) (fl+fl/fl 4000 AT a,b;"翼";AT a1,b1;" 7060 PRINT RETURN 8000 GO SUB 8100 8002 FOR Z=1 TO 8 8005 LET x=2+FN r(15) 8005  $\times 1 = 2 + FN r (15)$ LET 8010 9=2+FN r (15) 8015 91=2+FN r(15) x=x T0 x1 STEP x1-x/x-x LET FOR X =X 8030 8031 IF FN r(8) =2 THEN PRINT AT 9,x;" ": GO TO 8040 9 X; " ": GI 8035 PRINT INK 6; AT 4, X; NEXT 8040 8050 FOR y=y TO 91 STEP 91-9/9-9 N r (8) =2 THEN PRINT GO TO 8060

```
PRINT INK 5;AT y,x;"""
NEXT y: NEXT z
FOR f=1 TO FN r(5)
PRINT AT FN r(16)+1,FN r(15
         8050
         8065
         3070
           1 + 1
        8080
                                 NEXT
                                 RETURN
         8090
                                     GO SUB 100: PRINT INK 5;AT
         8100
        3110 FOR f=2 TO 17: PR
AT f,1;"";AT f,18;""
3120 PRINT INK 5;AT 18
                                                                                                                        PRINT INK 6;
                                                                                                                                             NEXT
                                                                                                                       18,1;
        8130 PRINT AT 1,14;
                                                                                                                      INK 5; "_
        3140
                                   RETURN
       8510 CLS : PRINT AT 11,2;"Thou
rt slain, hero in"'" valiant c
                                                                                                                                valiant
       mbat.
       8520 PRINT "Thou
r#' "PRESS ANY K
                                                                                                    didst
      r$''"PRESS HNY KE' FO', E'.
"'" PAUSE 0: RUN
8500 GO SUB 9110: PRINT AT 20,1;
"Statchau U/d ?": LET_a=13: LET
                                                                                                              TO PLAY AGAIN
     "Stairway U/d ?": LET a=13: b=8: LET ob=NOT PI: LET sp=(8610 IF INKEY$="U" THEN LET t+1-(ft=7): GO TO 8650 8620 IF INKEY$="d" THEN LET
                                                                                                                                          SP = 0 b
                                 GO TO 8650
      8640
                                 GO
                                              TO 8610
      8650 IF fl=0 THEN GO TO 9600
8660 LET d=50: GO SUB 9000
               60 LET d=50: GO SUB 9000
GO SUB 100: GO SUB 8000:
                                                                                                                               9000:
                                                                                                                                                                  CLS
     9000 FOR i =SGN PI TO d: NEXT i
     RETURN
     9100 FOR n=13 TO 18:
                                                                                                                         PRINT
                                                                                                                                                          AT D
     20:
                                                                                                        NEXT D: RETURN
     9110 PRINT AT 20,1;"
                                                                                                    ") AT
    9300 FOR 1=56N PI TO VAL "11":
     RINT AT i,20;
                                                                                                                                                               NEXT
     9310
                               PRINT AT SGN PI,20; ns
  1,20; "Streng
9340 PRINT AT 4,20; "Power: "; ci
9350 IF p(SGN PI) THEN PRINT AT
6,20; "1. Strength"
9360 IF p(2) THEN PRINT AT
"2. Intel("
                                                                                                    PI,20; "Strengt
                                                                          THEN PRINT AT 7,20;
  9370 IF P(INT PI) THEN PRINT AT 8,20; "3. Protect" 9380 OVER 1: PRINT FLASH Q(SGN PI) AT 5,23; "
   I);AT 6,23;"
9390 PRINT FLASH q(2);AT 7,23;
  9400 PRINT FLASH q(INT PI);AT 8,
                              IF NOT OF THEN GO TO 9500
  9410
                          PRINT AT 10,20; m $ PRINT AT 11,20; st; "
   9420
  9430
        RETURN
 9500 PRINT AT 10,20; "Turn
T 11,20; "Skill ";xp; AT 9,2
                                                                                                                               urn ";tn;A
9,20;"Flo
 T 11,20;
                                                 RETURN
                                        S : PRINT AT 11,2; "The To
behind you" "and thy Prai
  9600 CLS
 Wer is
 ses shall be sung"'"once 'k hear how you slew"'"the or. If you did not...": S
                                                                                                                                            the
                                                                                                                                                                 fot
                                                                                                                                                   Sorcer
or. If you
9710 DATA "
9720 DATA "
                                                      "900 slew..."the Sorcer did not..."the Sorcer Top of the Top of th
9720
9730
9740
                            DATA
                            DATA
                                                      "Uraith ",5,50 "15,00 "Uraith 3,4,5,7",15,00 "15,00 "0,40 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0,50 "0
 8750
                            DATA
 9760
9770
                            DATA
                            DATA
9780
9790
                           DATA
                           DATA
9800
                          DATA
9810
                        DATA
```

8055

# MICROPOLY

### **RUNS ON A SPECTRUM IN 48k**

### BY BARRY DE LOBEL

Monopoly is still one of the best selling board games around — and it has proved to be a winner when converted to a computer game too.

Micropoly is based on that well known board game and includes all the features you'd expect to find in the real thing.

When you start the game, you must enter the number of players. The computer handles the banker's job and knows how much money each player holds, how much property each player owns, the moving of counters, rents, houses, hotels, jail routines, Chance and Community Chest etc.

All this leaves each player free to worry about when to buy and sell or when to build the next hotel on Mayfair. Are you cunning enough to become a millionaire? The challenge awaits...

Special notes:

When entering an order, it is only necessary to type in what you require. There is no need to type in CR, ENTER etc. For example: Al=Angel Islington, 500=£500, KX=Kings Cross, WW=Water Works, and so on. All properties are referred to by their initial letters.

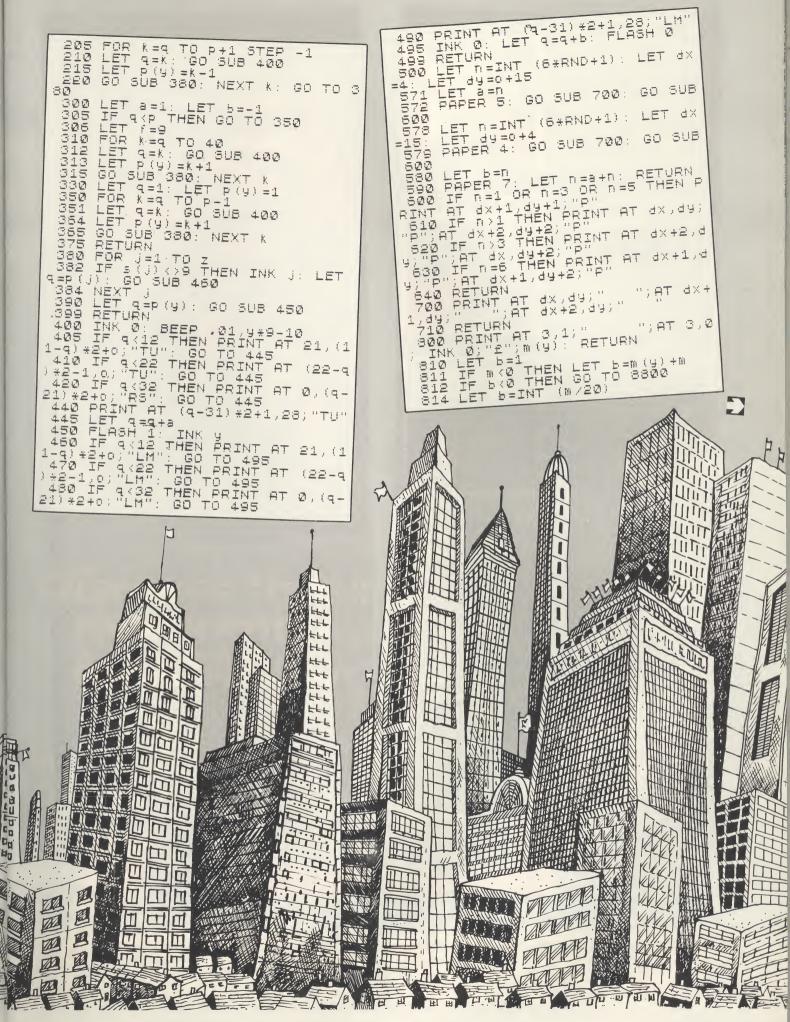
When properties are auctioned, the computer will only accept bids greater than 50 percent of the original purchase price.

When buying or selling property houses or hotels for properties, three options are available. Y/N — puts house on a single property if confirmed as Y. A — accepts house on single property with option of another. S — puts houses on all properties in set.

Players are distinguished by colour: 1=blue, 2=red, 3=magenta, 4=green.

The computer will not allow houses or hotels to be built on properties unless a complete set is owned by one player and none of the properties is mortgaged, just as in the board game.

9000 E : GO SUB 5UB 1000: OMIZE GO TO 1500 SUB 5000: a\$>57 THE 1500 a\$ < 48 IF CODE 100 11,0+13 THEN GO 5年=3年: IF CODE a\$=48 THEN GO TO 16 5≢ 105 107 LET a = ""
108 FOR i = 0 TO 200
109 IF INKEY \$ < > ""
NKEY \$ : GO TO 112
110 NEXT i
112 BEEP
OR INKEY\$<>"" THEN GO TO 10 THEN LET 110 NEXT i 112 BEEP .005,25: IF CODE a\$<48 OR CODE a\$>57 THEN GO TO 114 113 IF a\$<>"" THEN LET b\$=b\$+a\$ 114 PRINT AT 11,0+13;b\$ 114 PRINT AT 11,0+13;b\$ 115 IF INKEY\$<>" THEN GO TO 11 116 LET a = ""
120 FOR i = 0 TO 200
130 IF INKEY \$ < > "" THEN LET
NKEY \$ : GO TO 145
140 NEXT i
145 BFFF 155 150 200



IF b=0 THEN LET b=m LET v=ABS (m): LET c=m(y): 815 | LET V=RL | d=ABS (b) | IF V (20 THEN LET | | DET W (y) = M (y) + B | DET W (y) = M (y) + B | GO SUB 800: BEEP ET 325 350 d=1 850 SÜB NEXT .02,20: PA S: NEXT i
S: NEXT i
LET m(y) = c + m:
A RETURN
FOR i = 8 TO 13 380 5UB 800 GO PRINT AT 900 +3;" ETURN TO 13: GO SUB 5000: LET B#=A#: AT 9,0+1 NEXT PRINT AT 9.0 30 SUB 5000: LET\_B#=B#+A# ,0+1 950 T B\$=A\$: GO ,0+14;A\$: LE PR 3;A\$ INT 10. H 9 955 RE31 LET a=0 960 FOR 970 IF a 975 REAL RESTORE 3\$="XX 1900: 1 = 1 TO 28 2 = 5 THEN GO TO 980 READ a\$,a,W,X 980 NEXT I RETURN 990 RETURN
1000 LET 0=9: PRINT PAPER 4; INK
0;AT 8,0+5; "MONOPOLY ";AT 9,0+
5; "Written by"; PAPER 5;AT 11,0+
3; "BARRY de LOBEL"
1001 PRINT INK 7; FLASH 1; PAPER
2;AT 10,0+3;" ";AT
12,0+3;" ";AT
12,0+3;" ";AT
1005 DIM a (40,2): DIM b (18,7): D
IM m (4): DIM p (4): DIM s (4): DIM
c (16): DIM d (16): DIM h (4): DIM
g (4): DIM x (10) 990 (+3) DIM a (40,2): DIM b (18,7): D (4): DIM p (4): DIM s (4): DIM (5): DIM d (16): DIM h (4): DIM : DIM x (10) FOR j=1 TO 40 FOR i=1 TO 2 9 (4) 1010 1020 FOR 1=1 TO READ a(j,i) NEXT i: NEX FOR j=1 TO FOR i=1 TO NEXT TO 18 TO 7 1050 1050 1060 1060 1080 1082 f i: NEXT j=1 TO 1; i=1 TO 7 > b(j,i) r i: NEXT PRINT AT 10,0+3;" ENTER NUM 1520 BER" 1530 2-4 1535 PRINT AT 11,0+3; "of PLAYERS IF INKEY#="" THEN GO TO 153 .005,25: LET z=(CODE BEEP 1540 NKEY\$)-48 Z (2 OR Z)4 THEN GO TO 15 1545 IF 1550 GO SUB 5500

1560 FOR 살=1 112355999 1125555999 111155559 8 = 0 FOR i=1 Z THEN LET a=a+1 TO IF s(i) <>9 NEXT i IF a=1 THEN IF s(y) =9 T THEN GO TO 1800 =9 THEN GO TO 2210 3: INK 0: LET p=p(y) AT 0,0;"PLAYER";AT 1 AT 1,3;"LM": GO SUB 70 1800 30 TO 2210 LET p=p(n LET t=3: PRINT AT INK y; AT 1,4; SUB 900: GO SUB 1700 1900: TO 28 LET c=0 THEN LET C=3 PEAD a # , a , w , x ; PRINT A T x , c ; LET b = a (a , 1) ; IF b > 500 THEN TET b=a(a,1)

LET b=a(a,1)

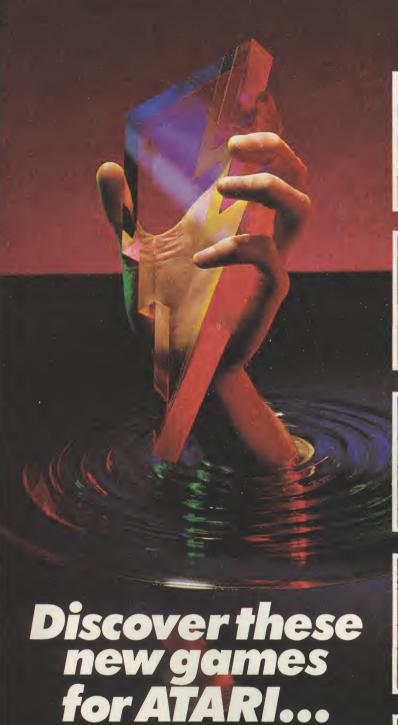
IF b>500 THEN LET b=b-500

LET d=INT (b/100)

IF b>100 THEN LET b=b-100:

1772

INK 7: IF w>4 THEN INK 0 IP d=y THEN PRINT F INK Ø AT x.c APER 1783 1785 T x d = y d = y f + EX EP C + REO F P AND b=1 THEN PRINT A 1790 NF T+2;" \*"
NEXT I: RETURN
GO TUB 900
FOR I=1 TO Z
IF S(I) <>9 THE
NEXT I
PRINT PAPER 4;
GAME OVER "; AT
BER "; a
LET m = 8 1800 1810 Z THEN LET a=i 1840 +5; NER INK 0;AT 8,0 9,0+5;" UIN 10,0+3;"PLAY 8,0 WIN NER "; PAPER 5; AT 10,0+3; "PLAY ER NUMBER "; a 1845 LET m = a 1850 PRINT INK 7; FLASH 1; PAPER 6; AT 12,0+3; " T 12,0+3; " T LASH 1; PAPER 6; INK 1855 PRINT FLASH 1; PAPER 6; INK 1856 GO SUB 5000 1857 IF a\$<?"Y" THEN GO TO 1857 1858 GO SUB 900 1858 RESTORE 1900 1858 GO SUB 900 1859 FOR i=1 970 28 1865 READ a\$, a, w, x 1870 IF i<23 THEN LET e=2: GO SUB 5000 8 6800 1875 LET 1880 IF b=a(a, LE, D=8(8,1) IF b>100 THEN LET b=b-100: 1880 IF b=8 THEN LET a(a,1)=8: 1895 GO TO 1885 0 TO b=8 THEN LET a(a,1)=8: G 1890 LET a (a,1) =0 NEXT i GO SUB 8960 LET P=P(m): 1895 1896 1897 P = P (m): GO 3UB 8960: TO 30 2010 INK Ø: GO SUB 900 GO SUB 8 00 LET 2012 2015 EXT i=1 TO 5: GO SUB 500: N - 0: G IF a=b THEN LET LET s (y) =0 IF t=0 2017 i t=t-1: 2018 THEN GO TO 4200











All action game with strong strategic element. Roll down the middle of the road in a beeline for the enemy fuel dumps and you won't make it past the first bridge.

- This 100% machine code game features:

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  Smooth action scrolling screen.

  Separate map screen to
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  Five pre-selectable skill levels.

  One or two player game.

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Defend your castle against the rampaging hordes of attacking Orcs, with broadswords, rocks and boiling oil. This 100% machine code game benefits from superb sound and graphics spread over four screens of exciting action.

One, two, three, or four player game. High score feature.

Six pre-selectable levels of play. Requires 16K RAM expansion.

Instant plug-in cartridge action. £9.95

Interesting fairground scenario where you must save the ferris wheel passengers from Butcher Bill's missiles, and the roller-coaster riders from Ruthless Rick's bombs.

You will need to be quick to keep up with the action in this 100% machine code game which features first class sound and graphics over two screens. One or two player game.

Instant plug-in cartridge action, £9.95

Attack and destroy all enemy shipping. That is your brief in this exciting game of strategy. Can you stand the nerve tingling action spread over three screens provided by this amazing game.

Already a big hit in the USA. Superb scrolling screen in periscope mode and realistic sound effects. Nine pre-selectable levels of play. High score feature.

Requires 32K RAM, Cassette £8.95

Based on the hit movie "War Games" Using both strategy and good shooting destroy the incoming missiles and avoid the holocaust.

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P=11: G 2019 0 TO THEN LET 5 (4) <>0 2100 7 q = p : LET p = p + n p > 40 THEN LET p = p - 40 : 2020 LET 2021 IF 2021 f=9 THEN LET a=a-500:

THEN LET a=a-500:

THEN LET a=a-500:

PASS GO "; AT 11:

O+5; "COLLECT £200": LET m=200

2034 GO SUB 900: LET 200

2035 IF a>100

2035 IF a>100 7 505 610 34 G0 508 900: LET f: 335 IF a>100 THEN LET a=a-100: G0 T0 2035 340 IF a=0 THEN LET b: INT AT 10,0+4;" FOR Sf IF a = 0 THEN AT 10,0+4; GO TO 3000 IF f<>y AND TO 3200 Ď=a(p,2): Р SALE É";b(b 2040 RINT (1): AND a)1 AND ak9 THE 2045 N GO TO 3200
2050 IF a=10 THEN GO TO 8000
2050 IF a=11 THEN GO TO 8100
2080 IF a=12 THEN PRINT AT 11,0+
3;" TAX f";a(p,2): LET m=-a(p,
2): GO SUB 810: GO TO 2100
2090 IF a=13 THEN GO TO 4200
2100 PRINT AT 15,0+10;"AT 17,0+1
0;" (HANCE ";AT 17,0+1
0;" CHEST ";AT 5,0+4;" N GO 2104 INK y: LET q=p:.GO 2105 IF r=1 THEN GO.SUB NT AT 10.0+4;"SOUBLE TH 11.5+1 = ANOTHER SOUBLE SUB GO PRI THROUN", AT FOR TO 80: NEXT W: GO TO 2000 2110 GO SUB 900: INK Y: PI 8,0+4: "1=80" FROPERTY 4 2=807 H303E: RT 11 =3611 H303E: RT 12.0+1 1 PROPERTY RT 13.0+4. "0= PRINT AT 9 "0 1 0 +4 "0 1 0 +6 5L 1 0 + AGE 10,0+4;"**3.7** 5000 AT 2115 INK 0: PRINT ENE TE ENERGY: GO 2116 GO SUB 900 2120 IF at = "1" THE SUB 2120 THEN GO SUB 5000: GO TO 2110 2130 IF a#= GO TO 2110 IF a = "2" THEN GO SUB FO 2110 IF a = "8" THEN GO SUB 6500: 2140 7000: TO 2110 IF a\$="9" THEN GO SUB 6 TO 2110 IF a\$="0" THEN LET e=0: GO THEN GO SUB 6900: 2150 GO TO 2160 2160 IF a\$="0" THEN LET e=0: G0
5UB 7500: G0 TO 2110
2210 NEXT y: G0 TO 1560
2500 DATA 2,4,4,7,9,10,12,14,15,
17,19,20,22,24,25,27,28,30,32,33,35,38,40,40,13,29,13
2600 RESTORE 2500
2605 LET e=0 FOR i=1 TO 8

IF e=1 THEN GO TO 2640

READ v,w,x

IF v=3 OR w=a OR x=a THEN L 2510 2515

2620 2630 €=1 2640 NEXT 1 2650 RETURN

LET V=a(V,1): LET w=a(w,1,2) 2710 IF v>100 GO TO 2710 2720 IF w>100 THEN LET w=w GO TO 2720 2730 IF x>100 THEN LET x=x-100: GO TO 2730 GO TO 2730 2740 IF v>2 OR w>2 OR x>2 THEN 2740 IF v>2 OR w>2 OR x>2 THEN V)2 OR W)2 OR X)2 THEN L ŽÍSÐ ĀETURN 3000 ÁRINT AT 11,0+4;"DO YOU WAN T TO" 3010 N?" PRINT AT 12,0+5;" BUY IT Y/ 3020 3022 GO SUB 5000 IF a\$<>"Y" LET b=a(p,2 THEN GO TO 3500 3025 LET b=a(p,2) 3030 LET m=-b(b,1): LET f=0: G 5UB 810: LET a(p,1)=2+(y\*100) 3036 IF p=13 OR p=29 THEN LET p,1)=8+(y\*100) 3037 GO SUB 1700: GO SUB 4000: C TO 2100 b=a(p,2) PRINT AT 10,0+4:" 3200 RENT OWED TO" 3210 PRINT AT 11,0+4;" PLAYER " IF a=8 THEN GO TO 3250 LET b=a(p,2): LET c=b(b,a) IF s=1 AND a=2 THEN LET c= 3215 3220 3224 PRINT AT 12,0+4;" f";c 3224 PRINT AT 12,0+4;" f";c 3230 LET m=-c: LET x(8)=c: LET (9)=f: GO SUB 810: LET m(x(9)) (x(9))+x(8): GO TO 2100 3250 LET b=4: IF s=1 THEN LET  $m (\times (9)) = m$ THEN LET b= 10 255 PRINT AT 12,0+3;" f";b\*n 256 LET x(8) =b\*n: LET x(9) =f 3260 LET m=-b\*n: GO SUB 810: LE m(x(9)) =m(x(9))+x(8): GO TO 21 3255 3256 3250 210 0
3500 GO SUB 900
3510 PRINT AT 8,0+4; "FOR AUCTION"; AT 9,0+4; "THE"
3520 RESTORE 1900: LET 2=0
3530 FOR i=1 TO 28
3540 IF p=a THEN GO TO 3560
3550 READ b\$,2,w,x
3560 NEXT i
3570 GO SUB 7800
3580 PRINT AT 10.0+4: "BID PLAYER PRINT AT 10,0+4; "BID PLAYER 3580 5000: LET c=CODE as: 3581 GO SUB LET c=c-48
3582 IF c=0 THEN GO TO 2100
3583 IF c<1 OR c>z OR s(c)=9 THE
N GO TO 3581
3584 LET e=c
3585 PRINT AT 10,0+4; PAPER c; I
NK 7; "BID PLAYER "; c; "
3588 PRINT AT 10,0+15; c; AT 11,0+
4; "AMOUNT £"
4; "AMOUNT £" LET c=c-48 3590 GO SUB 100: PRINT AT 12,0+4;"AGREED Y/N"
3600 GO SUB 5000: IF a#/\"

```
LET b=a(p,2): LET b=b(b, IF x(b/2 THEN GO TO 3500 LET b=m(e)-x
                                                                                                                                b=b(b,1)
3601
3602
                        LET b=m(e)-X
IF b(Ø THEN GO TO 3500
LET a(a,1)=2+e*100: LET
3605
3606
                                                                                                                                                                  70 = -
                        LET
3510
                            IF a=13 OR a=29 THEN LET
3612
3012 1:

a,1) = 8 + e + 100

3615 IF e = 4 THEN GO SUB 810:

SUB 1700: GO TO 3620
                                                                                                                                                                     GO
                     3515
 3620
 4000
  4010 IF
  1) = a (i)
  4020
                           FOR 1=6 TO 36 STEP
LET 3=100 * INT (3(1)
                          LE: 3=100*INT (8(i,1)/100)
IF a=0 THEN GO TO 4030
LET b=8(i,1)-2
  4021
  4022
  4023
  4024
  4025 IF
                                             b=1 THEN LET a(i,1) =a+1:
                                       4030
                             LET a(i,1)=a+2
NEXT i
   4026
                           LET
   4030
   4030 NESTORE 2500
4050 FOR 1=1 TO 9
  4060 READ V,W,X
4070 LET a=INT
                                            T a=\hat{I}N\hat{T} (a(v,1)/100): LET (a(w,1)/100): LET c=\hat{I}NT (
  b=1N1 (a(w,1)/100): LE1 (=1N1) (a(x,1)/100) 
4073 LET e=1+a*100 
4075 IF a(v,1) = 0R a(w,1) = 0R a(x,1) = 0R a(x,
         b=INT
     LET a=100*INT (a(5,1)/100):
U=a(5,1)-a: IF U=1 THEN LET
           LET
            8 = 10
     4101 LET b=100*INT (a(16,1)/100)
:_LET_v=a(16,1)-b: IF v=1 THEN L
     ET b=0
                                                                                                                                                                /100)
      4102 LET c=100*INT (a
: LET_w=a(26,1)-c: IF
                                                                                                                 (a(26,1))
IF w=1 T
                                                                                                                                                          THEN L
       ET C=0
                                   LET d=100*INT (a(36,1)/100)
- x=a(36,1)-d: IF x=1 THEN L
       4103
                                                                                                                                                          THEN L
                LET x =a (36,1) -d:
       ET 3 = 0
4105 IF a = 0 THEN GO TO 4115
                                                       a(6,1) = a(6,1) + (a = b) + (a =
        4110 LET
        c)+(a=d)
4115 IF
        4115 IF b=0 THEN GO TO 4125
4120 LET a(16,1) =a(16,1) +(b=a)+(
        b=c)+(b=d)
4125 IF c=0 THEN GO TO 4135
4130 LET a(26,1)=a(26,1)+(c=a)+(
        (26,1) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-6) + (6-
                                                          a(36,1) = a(36,1) + (d=b) + (
         d = c) + (d = a)
          4150 RETURN
                             0 RETURN
0 PRINT AT 11,0+4;" GO TO US
": LET q=p: LET p=11
0 IF q<11 THEN GO SUB 300: GO
          4200
          4210 IF
                TO 4225
          4220 GO SUB 200
4225 LET s (y) =3
4230 LET r=0: L
                                                                                          LET t=3: GO TO 210
          4230
          4300 GO SUB 900

4300 GO SUB 900

4305 IF s(y) =1 THEN GO TO 4400

4310 PRINT AT 9,0+3;" YOU REE IN

PAIL"; AT 10,0+3;" DO YOU WISH TO

"; AT 11,0+3;" PAY £50 FINE Y/N"

4320 GO SUB 5000: IF a$="Y" THEN
                                    TO 4400
LET s(y) =s(y) -1
                 GO
            4330
            4340 RETURN
                                                                            900: PRINT AT 10
250 : AT 11,0+5,"
                                                                                                                                                                10,0+5
           4400
                                        GO SUB
```

```
4410 LET m=-50: LET f=0: GO SUB
      810
     810
4420 LET s(y) =0:
5000 LET c=1: LE
5001 IF INKEY$<>
                                         RETURN
                      C=1: LET k=1
INKEY#<>"" THEN GO TO 50
     5002 LET
EN GO TO
                         as=INKEYs:
                                                IF 6$<>""
                                                                      TH
                         5010
     5003
                        k=k+1: IF k<>10 THEN GO
       TO 5002
     5004
              LET
                        k=1: LET c=c+1:
                                                           IF C>Z
     THEN
                LET
                        C = 1
                     s(c) <>9 THEN LET q=P(c):
     5005
                IF
              1F $(0) <>9 | HEN LE
C: GO SUB 460
GO SUB 390: GO TO
BEEP .005,25: LET
IF k>96 THEN LET ;
LET a$=CHR$ k: LET
       INK
     5008
                                        GO TO 5002
     5010
                                                   T k=CODE as
k=k-32
    5020
    5030
                                               LET
                                                       k =0.
    URN
    5500
               LET 9=1: LET
FOR i=1 TO 16
                                           h=1
    5501
    5502
               LET
                        c(i) =i: LET d(i) =i
    5503
               NEXT
                         ÷
    5510
                     i=1 TO 16
b=INT (16*RND)+1
c=INT (16*RND)+1
a=c(i): LET c(i)
               FOR
    5530 LET
5540 LET
                                                 c(i) =c(b);
    LET
    LET c(b) =a
5550 LET a
                      a=d(i): LET d(i)=d(c):
  5560 NEXT i: RETURN
5000 PRINT AT 8,0+4;" BU: PROPER
6020 GO 5UB 950: GO SUB 7800
6030 IF 8=0 OR d=0 OR C=4 THEN 6
6034 GO 5U
   5034 GO
                   SUB 2500: IF e=0 THEN GO
      TO
           5040
   6035 GO
                   SUB 2700:
                                          IF e=1 THEN
  TO 6200
6040 LET e = c
6065 PRINT AT 10,0+4; "FROM PLAYE
R "; c; AT 11,0+4; "AMOUNT f"
6070 GO SUB 100: PRINT AT 12,0+4
; "AGREED Y/N"
5030 GO SUB 5000: IF a$<>"Y" THE
N GO TO 6200
6105 IF a = 6 OR a = 16 OR a = 26 OR a
= 36 THEN GO TO 6120
5110 TF b>2 AND b<8 THEN GO TO 6
          6200
  6120 LET a(a,1)=b+y*100: LET m=-
x: LET f=e: LET x(3)=x: LET x(4)
=e: GO SUB 810: LET m(x(4))=m(x(
  4))+x(3)
  5130 GO SUB
5200 RETURN
                   SUB 1700: GO SUB 4000
      10 PRINT AT 8,0+3; "BUY HOUSE H

10 PRINT AT 9,0+4; "FOR ?"

10 LET x (7) =0: GO SUB 950
  6500
  5510
                    × (5) =0:
  5514
           LET
                                            SUB
                                                     7800
 6515 IF
6=7 THE
          IF a = 0 OR d (500 OR ( ) ) THEN GO TO 6700
  5565 LET
           LET x(6) = w: LET e = b

LET b = h(1) + h(2) + h(3) + h(4)

LET v = g(1) + g(2) + g(3) + g(4)

IF e = 6 AND v = 12 THEN GO T
 6566
 6567
 6568
6750
          IF 5=32 THEN GO TO
LET 5=7*.THEN GO
 6569
                                                  6580
          IF b=32 | new 60 | /10 | +1 | LET b=INT ((a-1) /10 | +1 | IF x (7) >0 | THEN GO TO 6620 | PRINT AT 10,0+4; "COST £" | PRINT AT 10,0+13; b*50 | COTNT AT 11,0+4; "ACCEPT Y/N
                            THEN GO TO 6750
 6580
 6585
 5590
 6592
 5594
          PRINT AT
6595 PRINT AT 12,0+3;"S=BUILD SE
6596
          PRINT AT 13,0+3;"A=ACCEPT &
  MORE"
6500 GO SUB 5000: IF a$="A" THEN

LET x(5)=1: GO TO 5620

6605 IF a$="S" THEN GO TO 6710

6510 IF a$<>"Y" THEN GO TO 6700

6520 LET a(a,1)=a(a,1)+1
6500 GO SUB 5000:
```



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e = e + 1: GO: 6625 LET GO SUB 5300: m=-5\*50: LET x(4) = e:0 5UB 810 6630 IF X IF x (4) = 7 THEN LET g (y) = g (y LET h (y) = h (y) - 4: GO TO 6650 LET h (y) = h (y) + 1 IF x (5) = 1 THEN LET w = x (6): ) +1: 6650 TO 6514 GO 5550 5700 5710 5715 5720 IF x (7) >0 THEN GO TO 6710 RETURN

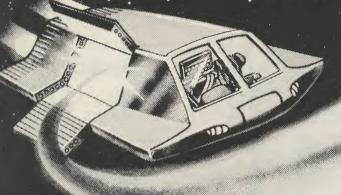
IF x (7) =3 THEN GO TO 6700

LET b = "SET" LET 6# = "SET"
60 SUB 2500 6725 IF W=X AND X (7) =2 THEN GO 0 5700 5730 LET 5734 IF  $\times (7) = \times (7) + 1$ THEN LET a=V: 734 IF x(7)=1 w=x(6): GO TO 735 IF x(7)=2 LET 6514 LET 0730 1F X (7) = 2 FMEN LET 8 = 1 W = X (6): GO TO 6514
6736 1F X (7) = 3 TMEN LET 8 = W = X (6): GO TO 6514
6750 GO SUB 900: PRINT AT ; "1902 FOR SELE 5760 FOR W=1 TO 100: NEXT 6770 GO TO 6700
6800 TNK 4 6735 THEN a = W 6800 INK 4 IF e=2 THEN LET d=32: LET 6803 IF e=3 THEN LET d=153: 6805 c =32 IF e=4 THEN LET LET d=154: 6810 0=32 LET IF 6=5 THEN LET d=153: 6820 c = 1546830 IF e=6 THEN LET d=154: LET c=154 5840 IF e=7 THEN LET d=160: C=160: INK 2 6850 IF a<11 THEN PRINT 1-a) \*2+o; CHR\$ c; CHR\$ d: 19, TO AT 1 1 58 GO 90 6860 IF a<21 THEN PRINT )\*2-2,0-2;CHR\$ c;CHR\$ d: 5860 GO TO 6870 IF a<31 **THE**N PRINT AT 2,(a-21)\*2+0;CHR\$ c;CHR\$ d: GO TO 689 6880 PRINT AT (a-31) #2,30; CHR\$ d 6880 PRINT AT (8-31) #2,00,000 G 5690 INK 0: RETURN 5900 PRINT AT 8,0+3; "5511 PROPER ";AT 9,0+4; "WHICH ?" 5910.GO SUB 950: GO SUB 7800 6920 IF a=0 OR c<>y THEN GO TO 5 999 6930 GO SUB 2600: IF e <>1 THEN G 935 GO SUB 2700: IF e=1 THEN GO 5935 PRINT AT 10,0+4) "TO PLAYER 6940 GO SUB 5000: LET c=CODE as: c = c - 48 IF c < 1 LET 6942 N GO OR coz OR s(c) =9 THE TO 5941 THEN GO TO 6999 6943 C = 9

LET e=c PRINT AT 10,0+14;c;AT 11,0+ HOUNT E" 5945 5949 5950 GO SUB 100: PRINT AT 12,0+4; "AGREED Y/N" 5950 GO SUB 5000: IF a\$<>"Y" THE N GO TO 5999 6965 LET m=m(e)-X 6966 IF m(Ø THEN 6956 IF m <0 THEN GO TO 6999 6980 LET a(a.1) -- 10 6980 LET a(a,'1) = b + e \* 100: LET m; LET x(3) = x: LET x(4) = e: GO S 810: LET m(x(4)) = m(x(4)) - x(3) 6990 GO SUB 1700: GO SUB 4000 6999 RETURN SHB 7000 PRINT AT 8,0+3; "SELL FOUSE" 7010 PRINT AT 8,0+4; "UHERE ?" 7010 LET x (7) =0: GO SUB 950 7020 LET x (5) =0: GO SUB 7800 7030 IF c<>y OR 6<3 THEN GO TO 7 200 7075 LET x(6)=w: LET b=INT ( IF x r7) 7080 7090 7110 **090** PRINT AT 10,0+4; "PRICE 1" PRINT AT 10,0+13; b\*25 PRINT AT 11,0+4; "ACCEPT Y/N 7118 7120 7122 PRINT AT 12,0+3;"5=5ELL MORE"
7130 GO SUB 5000: IF a\$="A" THEN LET x(5)=1: GO TO 7150
7135 IF a\$="S" THEN GO TO 7300
7140 IF a\$<'\"Y" THEN GO TO 7200
7160 LET a(a,1)=a(a,1)-1
7170 LET e=e-1: GO SUB 6800: LET m=+b\*25: LET x(4)=e: GO SUB 810
7175 IF x(4)=6 THEN LET g(g)=g(g)-1: LET h(g)=h(g)+4: GO TO 7190
7180 LET h(g)=h(g)+4: GO TO 7190
7180 IF x(5)=1 THEN LET w=x(6): GO TO 7020
7195 IF x(7)>0 THEN GO TO 7200
7195 IF x(7)>0 THEN GO TO 7200 7195 IF x(7)>0 THEN GO TO 7300
7200 RETURN
7300 IF x(7)=3 THEN GO TO 7200
7310 LET b\$="5ET"
7315 GO SUB 2500
7320 IF w=x AND x(7)=2 THEN GO TO 7200
7340 LET x(7)=x(7)+1 7340 LET 7350 IF 7350 IF x (7) =1 THEN LET a=v: w=x(6): GO TO 7020 7355 IF x (7) =2 THEN LET a=w: LET LET W=X(6): GO TO '360 IF X(7)=3 W=X(6): GO TO '500 PRINT AT 8 ₩=X(5): 7360 IF 7020 THEN LET a = X: LET 7560 IF x(7) =3 THEN LET 8=X: LET W = X (6): GO TO 7020
7500 PRINT AT 8,0+3; "MCRTAGE PPO PER "; AT 9,0+4; "WHICH ?"
7510 GO SUB 950: GO SUB 7800
7550 IF (5)2 AND 5(8) OR C()4 THEN GO TO 7700 7560 IF b=1 AND  $\epsilon$ =1 THEN GO TO 7 700 IF 7570 b=1 THEN GO TO 7900 LET b=a (a,2): LET 7580 e = b(b, 1) /2 7510 PRINT AT **10**,0+4;"AMOUNT £"



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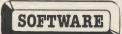
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7520 PRINT AT 10,0+13;0;AT 12,0+ 4;"ACCEPT Y/N" 7530 GO.SUB\_5000: IF a\$<>"Y" THE 20 PRIN, "ACCEPT Y/N" "ACCEPT Y/N" 530 GO. SUB 5000: IF 5-60 TO 7700 550 LET a(a,1)=1+4\*100 550 LET m=e: GO SUB 81.50 GO SUB 1700: GO SUB 50 S 30B 810 GO SUB 4000 7650 7650 7670 7700 LET d=a (a,1) LET b=d IF b>500 THE 7800 7805 IF 5>500 THEN LET 5=5-500 LET C=INT (5/100) IF 5>100 THEN LET 5=5-100: 7810 7820 7830 0 7830 INK 7: IF w>4 THEN INK 0 PRINT AT 9,0+13; PAPER w; b\$ PRINT AT 9,0+13; PAPER w; b\$ INK 0: RETURN ŤΟ GO 7840 7850 INK 0: RETURN
PRINT AT 8,0+3; "REDEEM MORT
PRINT AT 8,0+4; "PROPERTY"
LET b=a(a,2): LET e=b(b,1)/ 7860 7900 930 LET 7935 LET 2=6+INT (6/10)
7940 PRINT AT 10,0+4; "AMOUNT £"
7950 PRINT AT 10,0+13; e; AT 12,0+
4; "ACCEPT Y/N"
7950 GO SUB 5000: IF a\$<>"Y" THE
N GO TO 7999
7954 LET " m = -e: LET f = Ø: GO SUB 8 7964 LET 7965 IF a=13 OR a=29 THEN LET a( a,1)=8+y\*100: GO TO 7980 7970 LET a(a,1)=2+y\*100 7980 GO SUB 1700: GO SUB 4000 10 7930 GO SUB 1. 7930 GO SUB 1. 7939 RETURN 3000 LET a=c(g) 3005 PRINT AT 15,0+10; FLASH 1;" 3005 PRINT AT 15,0+10;" CHANCE "; "; AT 16,0+10;" CHANCE "; AT 17,0+10;"
3010 LET 9=9+1: IF 9=17 THEN GO AT 1. 3010 LE, 3010 S500 9ES 3020 RESTORE 8500 3040 GO TO 8200 8100 LET a=d(h) 8105 PRINT AT 4,0+4; FLASH 1;" 8105 PRINT AT 5,0+4; CHEST ";AT 6 LET h=h+1: IF h=17 THEN GO 3110 SUB 5500 300 3300 8120 RESTORE 8600 8140 GO TO 8200 8140 FOR i = 1 TO a READ a\$, b\$, C\$, b, C 8200 8210 8210 NEXT i
8220 NEXT i
8230 GO SUB 900
8240 PRINT AT 9,0+4;8\$;AT 10,0+4
8240 PRINT AT 9,0+4;8\$;AT 10,0+4
8250 IF b=1 THEN GO TO 8400
8250 IF b=2 THEN LET m=-c: GO SU
8 810: GO TO 2100
8270 IF b=3 THEN LET m=c: GO SU
8270 IF b=3 THEN LET m=50: GO SU
8280 IF B=4 THEN LET m=50: GO SU
8280 IF B=4 THEN GO TO 8700
8290 IF b=5 THEN GO TO 4200
8300 IF b=5 THEN GO TO 4200
8300 IF b=5 THEN LET q=p: LET p= IF 5=5 IF 5=7 IF b=6 THEN GU TO #25 LET P=
IF b=7 THEN LET q=p: LET P=
GO SUB 200: GO TO 2030
IF b=8 THEN GO TO 8450
IF b=8 THEN GO TO 8450
COTAT AT 12.0+4; PAY FINE Y 8310 p-3: 8320 AT 12,0+4; 8350 PRINT /N" 7N 8360 GO SUB 5000 8370 IF a\$="Y" THEN LET m=-10: G 0 SUB 810: GO TO 2100 8380 GO TO 8000 8400 LET q=p: LET p=0 8402 IF c=2 THEN GO SUB 200: GO TO 2030 TO 2025 8450 FOR K=1 TO Z k=y 0A s(k) =9 THEN GO TO IF 8455 8470 8460 LET m=10: GO SUB 810: LET (k) = m(k) - 108470 NEXT k 8475 FOR w=1 TO 100: NEXT w

8480 GO TO 2100 8500 DATA "ADVANCE TO PM","IF YO U PASS GO","COLLECT £200",1,12," MOVE TO MX","IF YOU PASS GO","CO LLECT £200",1,16 LECT P MOVE TO MX","IF YOU PASS GO","GO LLECT £200",1,16
8510 DATA "ADVANCE TO TS","IF YOU PASS GO","COLLECT £200",1,25,"
""ADVANCE TO MF"," ",1,40," ",
"ADVANCE TO GO"," ",1,1
8520 DATA " ","SPEEDING FINE","
£15",2,15," ","PAY SCHOOL FE ES"," OF £150",2,150," ","DR UNK IN CHARGE"," FINE £20",2, FINE £, FINE £ 3530 DATA "YOU HAVE WON A", "CROS SWORD", "COLLECT £100", 3,100, "BUI LDING LOAN"," MATURES", "RECEIVE £150", 3,150, "BANK PAYS YOU"," DIVIDEND", "OF £50", 3,50 S540 DATA "PRISONERS FUND", "RECIEVE £50"," ",4,0 S550 DATA "STREET REPAIRS", "£40 PER HOUSE", "£115 PER HOTEL", 5,1, "GENERAL REPAIRS", "£25 PER HOUSE ","£100 PER HOTEL", 5,2 S50 DATA "," 5,0 ", GO BACK", "THREE SPACES", ",7,0 S600 DATA "," GO BACK TO KR"," ",1,2," "," ADVANCE TO GO"," ",1, 20 1
8610 DATA "DOCTORS FEE"," PAY
£50"," ",2,50,"PAY HOSPITAL","
£100"," ",2,100,"PAY INSURANCE
","PREMIUM £50"," ",2,50
8520 DATA "BANK ERROR","COLLECT
£200"," ",3,200,"INTEREST ON","
SHARES £25"," ",3,25,"INCOME TAX
"," REFUND","COLLECT £20",3,20,"
SALE OF STOCK","COLLECT £50","" SÁLE OF STOCK", "COLLECT £50","

33.50

8530 DATA "ANNUITY MATURES", "COLLECT £100"," ",3,100,"YOU INHERI
T"," £100"," ",3,100,"YOU HAVE

WON A", "BEAUTY CONTEST", "COLLECT
£10",3,10

8540 DATA "PRISONERS FUND", "RECI
EVE £50"," ",4,0

8570 DATA "YOUR BIRTHDAY", "COLLE
CT £10","OFF EACH PLAYER",8,0,"P
AY A £10 FINE"," OR TAKE A","

CHANCE",9,0

8700 IF c=2 THEN LET M=(h(y)\*25)
+7010 LET M=(h(y)\*25)
8710 LET M=(h(y)\*40)+(9(y)\*115)
8720 PRINT AT 12,0+4;"TOTAL = f"
;M m 8725 FOR W=1 TO 50: NEXT 8730 LET m = -m: GO SUB 810 8750 GO TO 2100 8300 LET x(1) =m: LET x(2) LET x (1) = m : INK y: POT: )=m: LET x(2)=a PRINT AT 8,0+3;" INS RT 11:0+4 3=5 18:0+4, 9=68LL 8310 INK 0: PRINT AT 10,0+4; "0=0 17 84% : GO SUB 5000 8820 GO SUB 900 8830 IF a\$="8" THEN GO SUB 7000: GO TO 8860 8840 IF a\$="9" THEN GO SUB 6900: 3840 1F 3\$="9" | HEN GO 306 6900 GO TO 8860 8850 IF a\$="0" THEN LET e=1: GO 508 7500: LET e=0: GO TO 8860 8855 IF a\$="0" THEN GO TO 8900 8858 GO TO 8808 8850 LET m=x(1): LET a=x(2): GO 310 TO 8900 IF f=0 THEN GO TO 8920 8910 LET m(f)=m(f)+m(y) 8920 RESTORE 1900



3925 FOR i =1 TO 28 READ a\$,a,w,x: LET IF b>500 THEN LET 1 LET k=INT (b/100) IF b>100 THEN LET 1 8930 b=a (a 8932 b=b-500 8934 16 b) 10 8935 36 IF i 60 s 8935 : 60 TO h=h-100. 8936 IF 1<23 AND k=y THEN LET e= | SUB 6800 8937 IF (=0 AND b=8 AND k LET a(a,1)=8: GO TO 8945 8938 IF (=0 AND k=9 THEN K=9 THEN 8945 3938 if 1-0 MMD 4. ,1) =0: GO TO 8945 8939 IF b=8 AND k=y THEN LET a(a ,1) =8+f\*100: GO TO 8945 8940 IF k=y THEN LET a(a,1) =2+f\* a (a NEXT i LET s (y) =9 GO SUB 8960; 2210 3945 8950 8955 0 TO GO SUB 4000: 1-p) \*2+0; "TU": GO PRINT AT 21,(1 TO 8995 8995 AT Ø, (p-5": 60 TO 8995 AT (p-31) #2+1,28; "TU" 9000 REM draw screen RESTORE 9020 FOR i=0 TO 167: READ a POKE USR "a"+i,a: NEXT i DATA 0,124,31,31,127,127,12 9005 9010 9015 9020 7,51 9021 DATA 0,0,8,252,252,252,254, 108 9022 DATA 4,128,255 9023 DATA 128,145,156,159,156,14 65,241,65,249,9,9,1,25 5 9024 DAIR 1,191,160 1025 DATA 255,128,135,159,191,19 255,1,225,249,253,253, 253,5 9026 DATA 255,128,140,158,191,12 8,128,128 9027 DATA 9028 DATA 255,1,1,1,253,121,49,1 255,165,165,165,165,16 5,165,255 9029 DATA 240,240 9030 DE 955 16,48,112,240,240,240, 9030 DATA 255,255 9031 DATA 17,51,119,255,255,255, 0,0,0,1,2,31,127,24 0,0,0,240,55,252,254,2 9032 DATA 0,0,0,0,0,0,0,0 0,0,0,0,0,0,0 0,0,60,60,60,60,0 248,168,248,168,255,17 9033 DATA DATA DATA 9034 3,255,255 9037 DATA 8,128,129 255,128,128,128,128,12 255,1,1,1,1,1,1,1 128,128,128,128,12 9039 DATA 8,128,255 9040 DATA 1 ,1,1,1,1,1,1,255 9500 LET 0 =8

9510 BORDER PAPER 5 9520 9530 9532 AT B AT I FOR i =0 PRINT 0,i\*2+0;"R5" i\*2+1,0;"TU" i\*2+1,0+20;"TU" 21,i\*2+0;"TU" PRINT 9534 9540 PRINT AT 21,1\*2+0;"TU" 9540 NEXT : 9550 PRINT AT 1,0+16;"CD" 9551 PRINT AT 20,0;"RI";AT 20,0+ 9536 16)"EF"
9552 PRINT AT. 6,0;"EF";AT 6,0+20;"EF";AT 16,0;"GH"
9550 PRINT AT 1,0+10;"AB";AT 20,0+10;"AB";AT 10,0+2
0;"AB";AT 10,0;"AB";AT 10,0+2 INK Ø 9566 PRINT +16;"UU" 9567 PRINT +0;"LX";AT AT 2,0+10;"FX";AT 2,0 - HINT F - LXPRINT F - SS PRINT A - SS PRINT 10,6;"MX";AT 10,22 6;"EC" AT A) 10/0/ 16,6;"E0" AT 19,0+10;"KX" AT 1,0+4;"??";AT 20,0 12,0+20;"??" A: INK 7 Ø: INK 7 AT 1,0+20;"GJ";AT 20, AT 16,0+20;"TX";AT 20, 0+12;"TX"
9655 PAPER 2: INK 7
9660 PRINT AT 1,0+2;"ST";AT 1,0+6;"F5";AT 1,0+8;"T5"
9665 PAPER 6: INK Ø
9670 PRINT AT 1,0+12;"L5";AT 1,0+14;"C5";AT 1,0+18;"PY" 9870 PRINT AT 1,0+12; "LS"; AT 1,0+14; "CS"; AT 1,0+18; "PY"
9755 PAPER 5: INK 0
9760 PRINT AT 20,0+2; "PR"; AT 20,0+4; "ER"; AT 20,0+8; "AI"
9765 PAPER 4: BRIGHT 1:: INK 7
9770 PRINT AT 20,0+14; "UR"; AT 20,0+18; "KR"
9855 PAPER 0: BRIGHT 0: INK 7
9865 PAPER 0: BRIGHT 0: INK 7
9865 PAPER 0: BRIGHT 0: INK 7
9865 PAPER 3: INK 7 PAPER Ø: BRIGHT Ø: I PRINT AT 2,0;"VS";AT [ 8,0;"BW" PAPER 3: INK 7 ER 3: INK 7 NT AT 12,0;"NA";AT 14,0; 18,0;"PM" 9865 PAPER 3: INK 7 9885 PRINT AT 12,0; "NA"; AT 14 "UH"; AT 18,0; "PM" 9900 PAPER 4: INK 7 9902 PRINT AT 2,0+20; "RS"; AT +20; "OS"; AT 8,0+20; "BS" 9904 PAPER 1: INK 7 9908 PRINT AT 14,0+20; "PL"; AT ,0+20; "MF" 9910 PAPER 7: INK 0 9912 PLOT 0\*8+31,144 9914 DRAU 65,0: DRAU 0.-25: D 14,0+20; "PL"; AT 18 ) Nr PAPER 7: INK Ø PLOT 0\*8+31,144 DRAW 65,0: DRAW Ø,-25: 9912 PLOT 0\*8+31,144 9914 DRAW 65,0: DRAW 0,-25: -55,0: DRAW 0,25 9916 PLOT 0\*8+119,144 9918 DRAW 25,0: DRAW 0,-25: -25,0: DRAW 0,25 9920 PLOT 0\*8+144,31 9930 DRAW -65,0: DRAW 0,25: 55,0: DRAW 0,-25 9936 DRAW -25,0: DRAW 0,25: 9936 DRAW -25,0: DRAW 0,25: 25,0: DRAW 0,-25 DRAU DRAU DRAU 9936 DA 25,0: DRAU 25,0: DRAW 0,-25 9940 PRINT AT 5,0+5; "CHEST" 9945 PRINT AT 16,0+11; "CHANCE" 9999 RETURN

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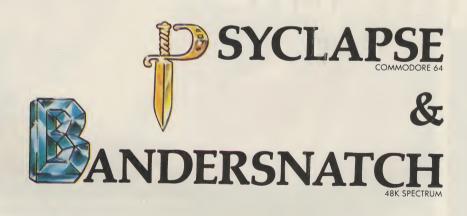


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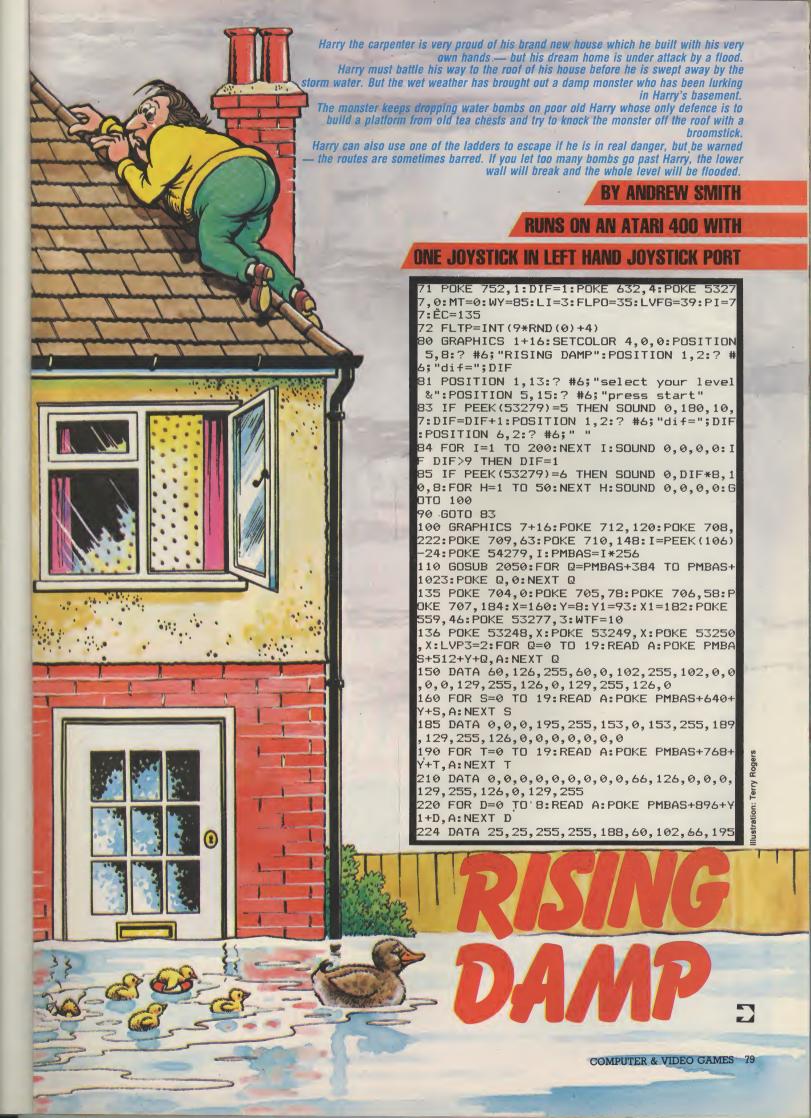
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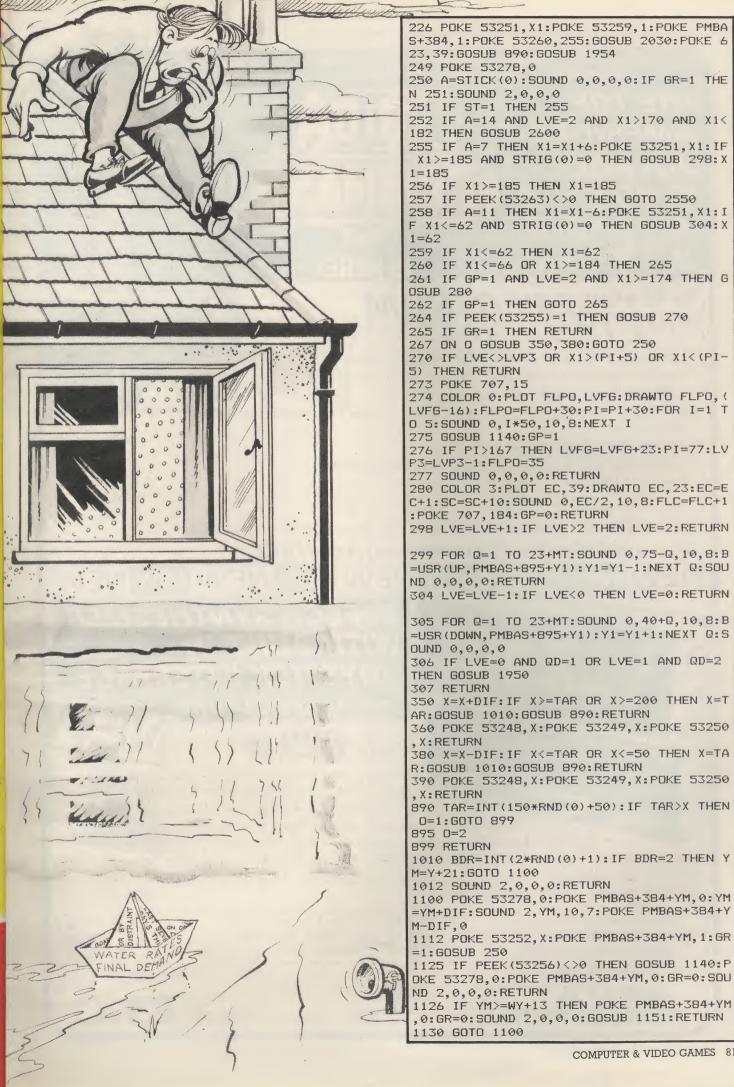
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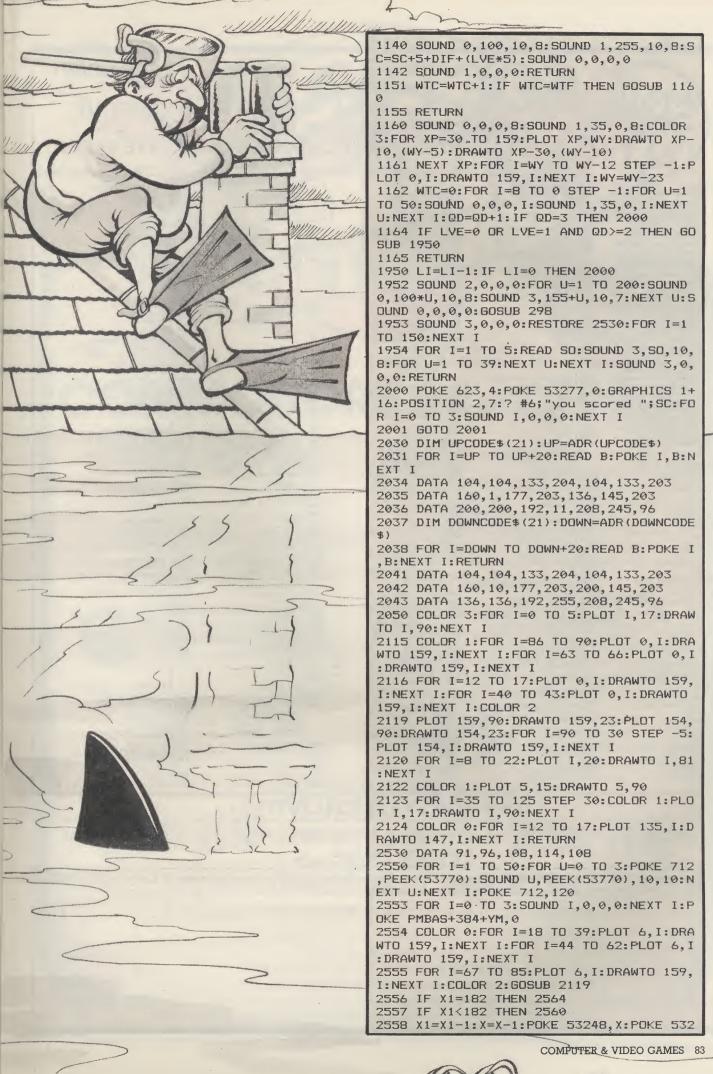


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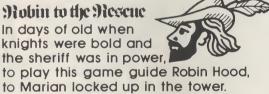
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SAlley Cat
Guide Thomas the cat

along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are

just a few of the hazards you will encounter. Bogy Men

Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric

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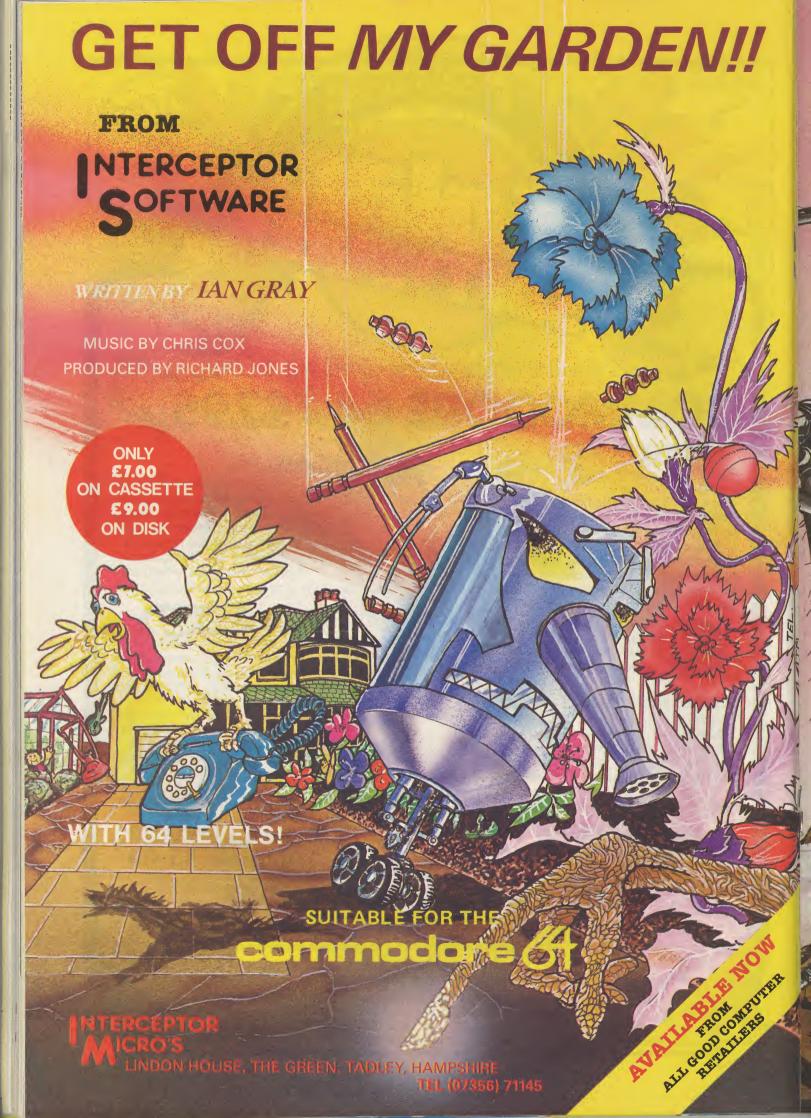
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21 Y=4433:GOSUB62995:FORT=1T014.GOSUB630 00:IFPEEK(F+110)=244THENPOKEF+B,3:POKEF, 244 22 FORV=1T0100:NEXTV:GOSUB63005:NEXT:GOS UB63000 23 POKE4150+B, NEXT:GOSUB9000 27 BB=9:0=3:00: POKE4150+B,4:POKE4150.65:FORT=1T0500 77 BB=9:Q=3:QQ=244 28 CC=1:C=4211:D=4210:G05UB60000:G0SUB60 804:G0SUB60005:S=32:SS=1:NN=0:L=32:LL=1: MM=0:E=0 29 A=4537 :P=81:G0SUB60010:P0KE4150+B,4:P G0SUB59988 IRA(4211THENGOSUB60013 IFA(4196THENOP=2:GOSUB900:SC=SC+500:G UB9000:G0T0500 IFC+SS=ATHENGOSUB55550 IFD+LL=ATHENGOSUB55550 IFPEEK(A+22)=32THENGOSUB55500 PRINT"SEL="KY:PRINT"SELECTION SC=" GOSUB59998 | IFPEEK(C+22) (>244ANDPEEK(C+132)=244TH ENPOKEC.32:88=22 71 IFPEEK(C+22)(>244ANDPEEK(C+132)=32THE OKEC+B,1:S=8 : IFPEEK(C+22)=244THENNN=NN+1:S=32 : IFNN=140RNN=27THENSS=-1 IFNN=20THENSS=1 75 IFPEEK(D+22)()244ANDPEEK(D+132)=244TH ENPOKED)32:LL=22 IFPEEK (D+22) 0244ANDPEEX(D+132)=32THE OKED+B,1:L=8 | IFPEEK(D+22)=244THENMM=MM+1:L=32 IFMM=210RMM=34THENLL=-1 IFMM=27THENLL=1 IFC=4537THENPOKE 32'. C=4211: MN=1





RED.L FUNED.) 205 GOTO30 500 P=83:PRINT"U".GOSUB6000:GOSUB60004: GOSUB60005:GOSUB60010:SS=1.LL=-1:A=4537 505 C=4427:D=4429:E=4431:F=4336:G=4334:H 510 GOSUB60089 511 POKEC+B,7:POKEC,83:POKED+B,7:POKED,8 3 POKEE+B,7:POKEE,83:POKEF+B,7:POKEF,83 512 POKEG+B,7:POKEG,83:POKEH+B,7:POKEH,8 518 GOSU**B59980**:GOSUB59980 520 IFF=**4317THE**NPOKEF,32:F=4337 IFG=4317THENPOKEG,32:G=4337 IFH=4317THENPOKEH,32:H=4337 522 523 IFC=4446THENPOKEC,32:C=4426 524 IFD=4446THENPOKED,32:D=4426 525 IFE=4446THENPOKEE,32:E=4426 538 GOSUB59998 IFPEEK(A+22)=32THENG08UB55500 IFA(4196THENOP=3:G0SUB900:SC=SC+700 G05UB9000:G0T01000 534 PRINT"SEL="KY:PRINT"SELENDEDEESC= IFC+1=AORD+1=AORE+1=AORF-1=AORG-1=AO RH-1=ATHENGOSUB55550 537 IFA(4211THENGOSUB60010 540 IFA)4316ANDA(4339THENPOKEA,32:A=A+LL G0SUB59988 541 IFA)4426ANDA(4447THENPOKEA,32:A=A+SS G0SUB59988 598 POKEC,32:POKED,32:POKEE,32:POKEF,32: POKEG,32:POKEH,32:C=C+SS:D=D+SS:E=E+SS:F =F+LL 599 G=G+LL:H=H+LL 600 G0T0510 900 Y=4120:G08UB63405:Y=4125:G08UB62995: POKE4150,32 902 READKP: IFKP=-1THENPOKESS:0:RESTORE:R ETURN 984 READPK: POKESS, KP IFPK () 1700THENGOSUB 63999 905 IFPK=1700THENG0SUB63005 906 FORT=110PK:NEXT GOSUB63005:G0T0902 908 DATA225,750,231 550,235.1500,231,550 ,235,550,236,1700,-1 999 END 1888 A=4537:P=81:PRINT"W".GOSUB4975:CC=1 G08UB60010:E=4563:H=4262:EE=-22:GG=22:G SUB60004 1881 GG=22:SD=8:CC=1:C=4211.D=4218:QI=1 GM= 1 1818 POKEA+B,4:POKEA,65:POKEC+B,2:POKEC

81:5D=SD+1:IFSDD&THENPOKED+B,2:POKED,81

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1811 POKEE+B,1:POKEE,160:POKEE+1+B,1:POK EE+1,160:POKEH+B,1:POKEH,160:POKEH+1+B,1 POKEH+1,168

1014 IFPEEK(A+22)=320RPEEK(A+22)=1060RPE EK(A+22)=116THENGOSUB55500

1015 GOSUB59980:1FA-22=CORA-22=DTHENGOTO 55558

1016 IFPEEK(C+22)=32THENQI=44 IFPEEK(D+22)=32THENGM=44

1018 IFPEEK(C+44)=244AND0I=44THENPOKEC,3 2:C=4211:QI=1 1019 IFPEEK(D+44)=244ANDGM=44THENPOKED,3

:D=4218:GM=1

1021 IFE=4255THENPOKEE,32:POKEE+1,32:E=4

1831 IFH=4578THENPOKEH,32:POKEH+1,32:H=4

1832 IFA+22=E0RA+22=E+1THENPOKEA,32:A=A+ EE

1033 IFA+22=HORA+22=H+1THENPOKEA,32:A=A+

1040 IFC+QI=AORD+GM=ATHENGOT055550 1845 IFA(4196THENOP=4:GOSUB900:SC=SC+900 :GOSUB9000:GOT05000

PRINT"SELL="KY: PRINT"SUPPREDEDINGS

1050 GOSUB4975:GOSUB60**00**4 1868 IFA(4211THENGOSUB60010

1995 POKEE,32:POKEE+1,32:POKEH+ 1,32:E=E+E::H=H+GG:POKEC,32:C=C+QI 1996 IFSD>6THENPOKED,32:D=D+GM 2000 GOTO1010

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37

110

4975 PRINT"STORES HOLD PRINT" AND THE PRINT 

6 FORT=1TO4 :PRINT" SPENS FOR SELECTION 113 :NEXT

4977 PRINT" LE | MEHE DO AND | MEHE DO AND | SAND | MEHE : FORT = 1704 : PRINT" MODELLE DO NOTE :

The state of " 4978 NEXT:PRINT" AND WEHALD SEE BHUHLE BE

79 PRINT" NEW TO SHEET TO " NEXT : PRI

NT"CHARLESPANT " PRINT"NAIL NE DU DE 主柱

4988 PRINT" NORTH AND INCOME OF THE RETURN

5000 BB=1:CC=9:PRINT"U":Q=7:QQ=160:G0SUB 60000:G0SUB60005:G0SUB60010:P=88:SS=-1:L =1:0P=4

5005 A=4537:C=4336:D=4427:P0KE4142+B,4:P

0KE4142,65:HH=0 5010 POKEA+B,4:POKEA,65:POKEC+B,7:POKEC, 88:POKED+B,7:POKED,88

5030 GOSUB59978

5031 G0SUB59980

IFPEEK(A+22)=32THENGOSUB55500 IFA(4221THENGOSUB60010 5035

5837

5040 IFPEEK(A+23)=160ANDLK=1THENPOKEA+23 32:HH=HH+1

5841 IFPEEK(A+21)=168ANDLK=2THENPOKEA+21 32:HH=HH+1

5042 IFHH=8THENHH=0:3C=SC+1000:GOTO7000 5043 PRINT"**820**L="KY:PRINT"**8201010101**SC = "5(

5045 IFC+LL=AORD+SS=ATHENGOSUB55550

5050 IFPEEK(C+23)=32THENLL=-1

5051 IFPEEK(C+21)=32THENLL=1 5051 | FPEER(D+23) = 32THENSS = -1 5052 | IFPEEK(D+21) = 32THENSS = 1 5053 | IFPEEK(D+21) = 32THENSS = 1 5895 | POKEC, 32:POKED, 32:C=C+LL:D=D+SS

5988 G0T05818

Y=Y-22:C=C-22:D=B-22:E=E-22:F=F-22: RETURN

7000 PRINT"[":GOSUB60000:GOSUB60010:TY=2 00:A=4143:GOSUB60089:PRINT"[###]L="KY:PRIN **SEPTEMBER 180="3** 

7001 :PRINT"SJOON COORDENS ":FORT=1TO 3:PRINT"SJOON ":FORT=1TO 12:PRINT"SJOON ":FORT=1TO 12:PRIN

":NEXT:FORT=1T0708:NEXT:POKE4 建劃 142+B,4

7004 POKE4142,65:Y=4128:GOSUB63405 7005 PRINT"SC":FORT=17013:PRINT"

POKESS, TY: QIIQI

Y=TY-3 7007 ForY=1T050:NEXTY:PRINT"[]0000]]]]

7008 PRINT"RESPECTABLE 200 PORT=151 TEP-1

7009 POKE36878, T: FORY=1T0120: NEXTY: NEXT

POKE36877,0:POKE36878,15

7010 IFKY(4ANDFB=1THENKY=KY+1:FB=2 - 7011 FORT=1T01000:NEXT:PRINT"L":0P=1:GOS UB9000:G0T027

Y=4282:G05UB63400

9981 PRINT"HOUL="KY:PRINT"HOUSEBOOKSC

9882 FORT=1T02000:NEXT:PRINT"U" POKE198 RETURN

55500 FORT=11023:POKEA;32:A=A+22:GOSUB60 669:IFPEEK(A+22) ()32THENGOSUB55550 55501 NEXT

55558 POKEA+B,4 POKEA,102: POKES3,234;GO SUB55570:POKES3,231:GOSUB55570:POKES3,23

55551 GOSUB55570:POKES3,227:GOSUB55570:P 0KES3,223:F0RT=1T01500:NEXT:P0KES3,0:P0K

55553 55553 KY=KY-1:IFKY=0THENG0T055560 GOSUB9000:IFOP=1THENG0T027

55554 IFOP=2THENGOT0500 IFOP=3THENGOT01000

55555 IFOP=3 55556 IFOP=4 55557 GOTO27 IFOP=4THENGOT05000

55560 PRINT"5000000000111111EGAME OVER"

55560 PRINT"5000 FORT=1104000:NEXT:RUN 55570 FORT=110400:NEXT:RETURN 55978 PRINT"60000 HX HD HX H":PRINT"000 140 H":PRINT"000 JH 



59979 RETURN 59980 GETA#: IFA#= THEN59980 59981 IFA#=":"THENLK=1:G0SUB60828 IFA#="="THENLK=2:G0SUB60030 59982 IFA#="@"THENGOSUB68040 59984 IFA#="/"THENGOSUB68850 59985 59986 IFA\$="A"THENGOSUB60060 59988 RETURN 59998 PRINT" BENEMBER DE HEHHELH" : PRINT" MIT PRESENTED FOR THE PRINT "CONTRACTOR OF THE PRINT" 59999 PRINT"MANAGERAPPARAGERAPPARAGEHONH": RETURN PRINT PRINT 80001 FORT=1T04 PRINT" EH" NEXT: PRINT" PAIL EHAIL BILL EHALL 68882 FORT=1T04 PRINT"END HE STAND THE ":NE XT:PRINT" MAILLE MILLE MAILE M MEH": NEXT: PRINT "MALILIE MILLELLE MELLE 68804 PRINT"8" FORT=1T06:PRINT" RETURN 53591 RETURN BOR : MEXI: KE: URM 60865 POKE4234+B,Q:POKE4234,QQ:POKE4243+ B,Q:POKE4243,QQ:POKE4344+B,Q:POKE4344,QQ 60806 POKE4353+B,Q:POKE4353,QQ:POKE4454+ B,Q:POKE4454,QQ:POKE4463+B,Q:POKE4463,QQ 60807 POKE4564+B,Q:POKE4564,QQ:POKE4573+ MHM : NEXT : RETURN B.Q.POKE4573,QQ:RETURN 50010 PRINT"SO"TAB(CC) "Hall (1881) 50020 IFPEEK(A+22)=8ANDPEEK(A-22)=80RPEE A-1)=2440RPEEK(A-22)=244THENRETURN 68822 POKEA,32:A=A-1:GOSUBSØØ89:RETURN 50838 IFPEEK(A+22)=8ANDPEEK(A-22)=8ORPEE K(A-1)=2440RPEEK(A-22)=244THENRETURN 68832 POKEA,32:A=A+1:GOSUBSØØ89:RETURN 68848 IFPEEK(A-22)()8ANDPEEK(A-1)()244TH ENRETURN 88841 POKEA+B,1.POKEA,8:A=A-22:GOSUB6888 RETURN SGESG IFPEEK (A+22) () STHENRETURN IFPEEK(A+21)=244THENPOKEA,32:A=A+2 60051 IFF 2 RETURN 58852 POKEA,8:POKEA+B,1:A=A+22:GOSUB6888 9.RETURN 60060 IFPEEK(A+22)=8ANDPEEK(A-22)=80RPEE A+22)=8ANDPEEK(A+1)=2440RPEEK(A-22)=24 4THENRETURN 60062 IFLK=1THENBP=-23:PB=21:G0SUB60070 IFLK=2THENBP=-21:PB=23:G0SUB68878 60063 50064 RETURN 88878 POKEA,32:A=A+BF:POKEA+B,4:POKEA,65 .GOSUB88879:IFPEEK(A+PB)=PTHENGOSUB55558 53072 1FPEEK(A+22)=244THENRETURN 50072 1FFEEK(H+22)=244;HENKE;URN 50073 POKEA,32:A=A+PB:GOSUB60089:RETURN 60079 FORT=1T0200:NEXT:RETURN 60089 POKEA+B,4:POKEA,65:RETURN 62095 C=Y+22:D=C+22:E=D+22:F=E+22:RETURN 63000 POKEY+B,2:POKEY,160:POKEY-1+B,1:PO KEY-1,8:POKEY+1+B,1:POKEY+1,8:POKEC+B,2
63801 POKEC,168:POKEC-1+B,2:POKEC-1,168:
POKEC+1+B,2:POKEC+1,168:POKED+B,2
63802 POKED,168:POKED-1+B,1:POKED-1,8:PO KED+1+B,1:POKED+1,8:POKEE+B,2 63003 POKEE,160:POKEE-1+B,2 POKEE-1,160: POKEE+1+B,2:POKEE+1,160:POKEF-1+B,2 83884 POKEF-1,168:POKEF+1+B,2:POKEF+1,16 63805 POKEY,32:POKEC,32:POKEC-1+B,1:POKE 0-1,8:POKEC+1+B:1:POKEC+1,8:POKED,32 63006 POKEE,32:POKEE-1+B,1:POKEE-1.8:POK EE+1+B,1:POKEE+1,8::POKEF-1+B:1:POKEF-1, POKEF+1+B,1:POKEF+1,8 53607 63010 IFY(4110THENY=Y+22 1FC <4110THENC=C+22 63811 IFD (4110THEND=D+22 3812

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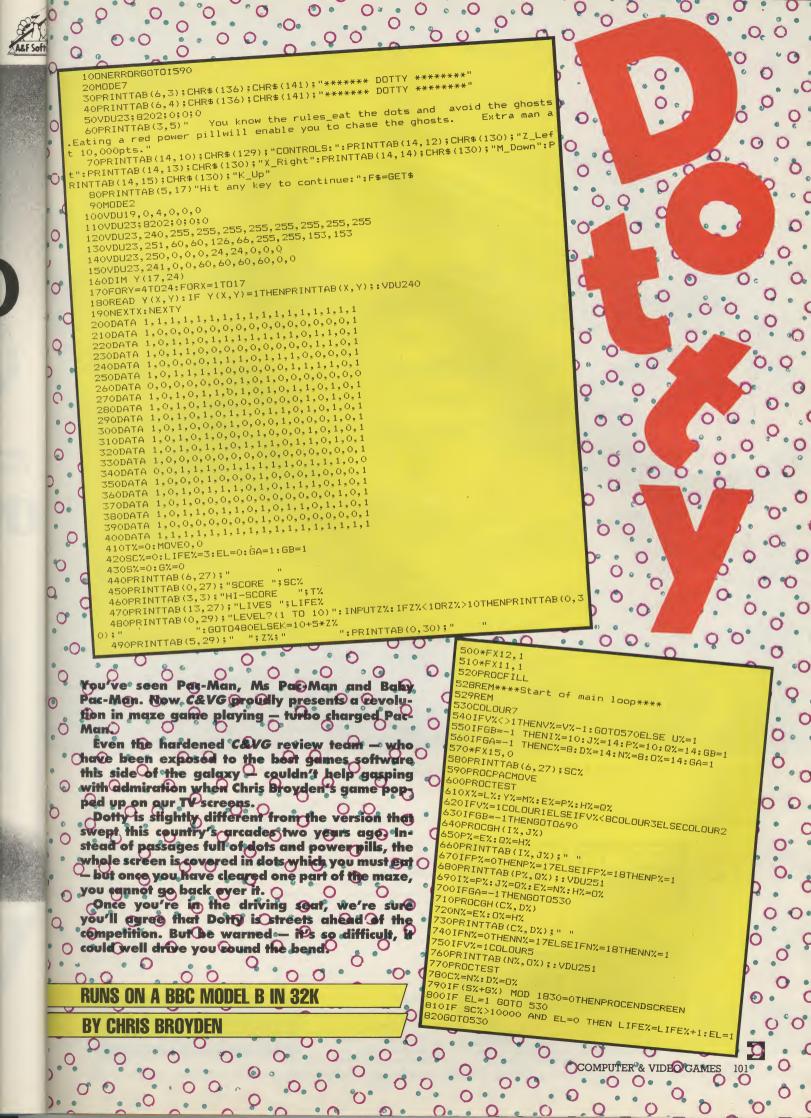
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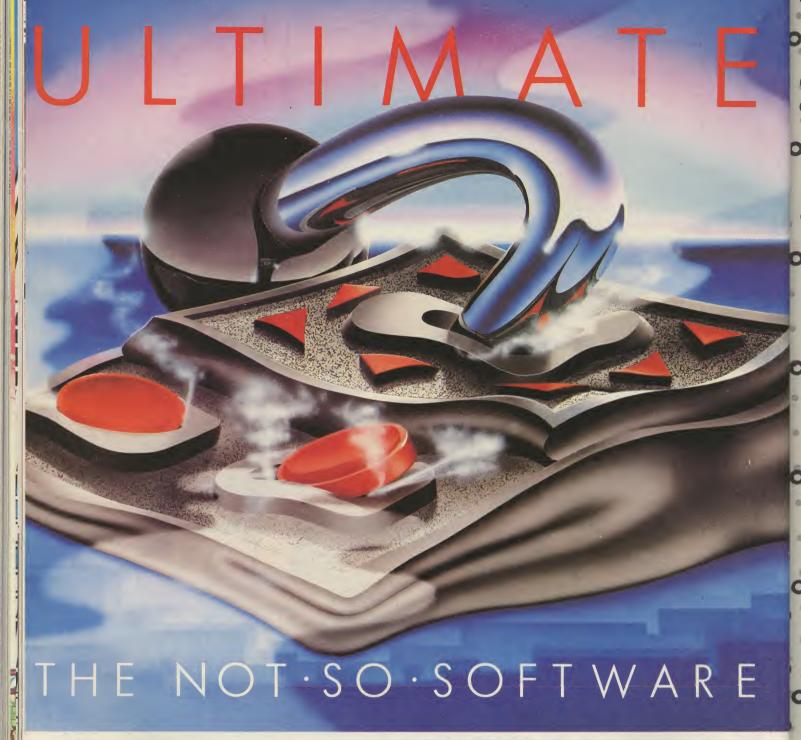
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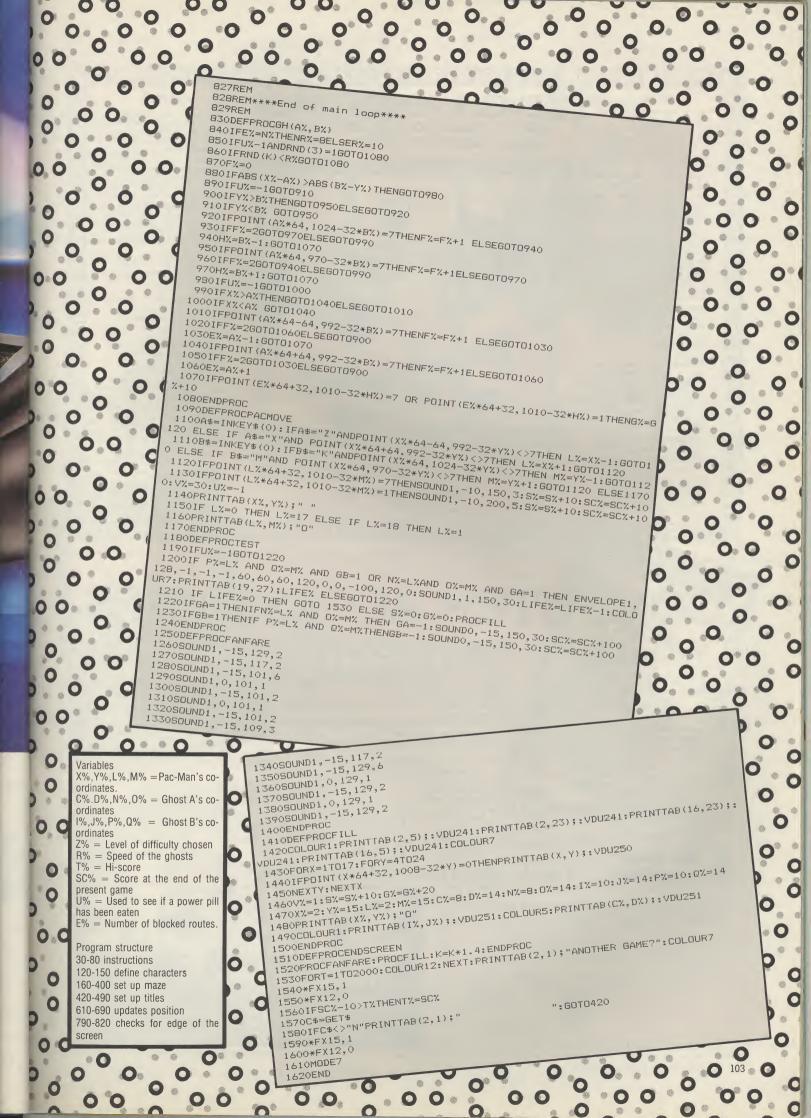
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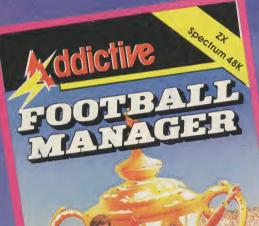
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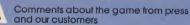


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\*ZX81 Chart, Home Computing Weekly 16.8.83



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Managing to get out of your cell will be difficult enough — all the corridors and walkways are guarded by android guards. Laser beams scan the entire building, ready to scythe through the legs of any escaping prisoner.

If you successfully dodge the guards, trip wires and lasers beams, you must blast a hole in the fortified entrance and escape through the prison ground and over the perimeter fence into the surrounding forest.

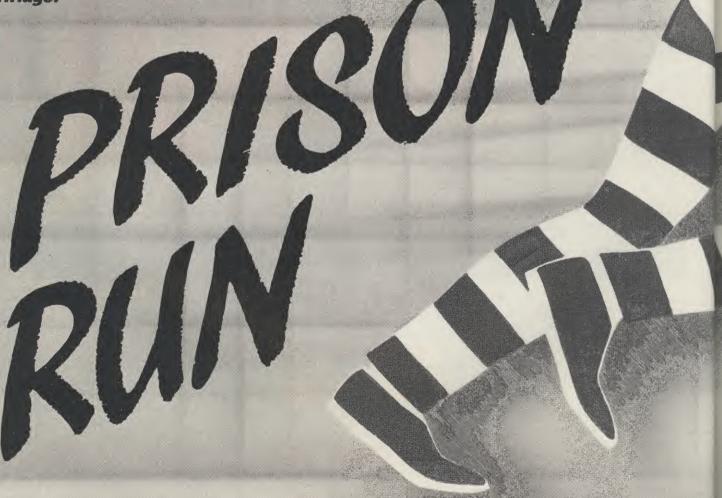
The game has multiple levels. The longer you play, the tougher the iron bars get and the guards become much better shots!

The game runs on any TI and doesn't require the extended Basic cartridge.

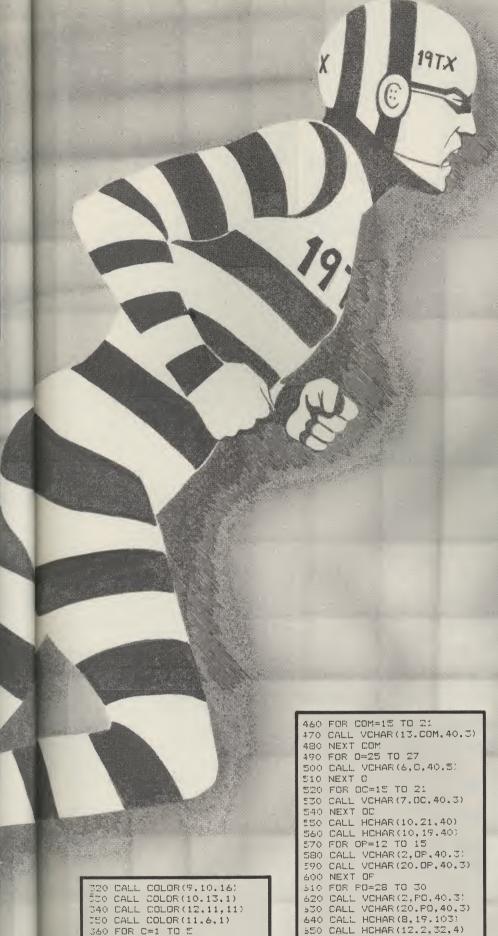
100 CALL 3 110 PRINT PRISON~RUN"::: 120 PRINT "YOU ARE CHAIRMAN OF THE": "ESCAPE COMMITEE AT A MODERN": "P.O.W.CAMP":: 130 PRINT "GUIDE YOUR MEN OUT USING ": "CURSOR KEYS" :50 PRINT "HEAD FOR THE DOOR IN THE": "HOSPITAL BLOCK": "THERE HAS BEEN AN": "ESCAPE TUNNEL DUG THERE":: :60 FRINT "DODGE THE GUNS AND HEAD FOR": "THE TREES & SAFETY ONCE ": "BEYOND THE WALLS":::: 170 PRINT " By Charles A Sharp..1983" 180 FOR D=1 TO 2000 190 NEXT D 200 ESC=0 210 MD=0 220 RDW=18 230 CDL=24 240 CALL CLEAR 250 CALL SCREEN(16) 260 CALL CHAR(103."181818FFFF181818" 270 CALL CHAR(104."187C7EFFFFFE7C38") 280 CALL CHAR(112."0000081CZ41C14Z2") 290 CALL CHAR (41. "0000001818") 300 CALL CHAR (40. "FFFFFFFFFFFFFF") 310 CALL CHAR (120. "FFFFFFFFFFFFFF")

# BY CHARLES SHARPE

**RUNS ON A TI-99/4A IN 32K** 







370 CALL VCHAR (9.C, 104,7)

390 CALL VCHAR (5.14,40,15) 400 CALL VCHAR (5,28,40,15)

410 CALL HCHAR (5.15, 40, 13)

420 CALL HCHAR (19,15,40,13) 430 FOR CO=25 TO 27 440 CALL VCHAR (14,CO,40.5) 450 NEXT CO

380 NEXT C

```
660 CALL VCHAR (14, 25, 32.3
```

670 NEXT PO 680 REM SET TIME

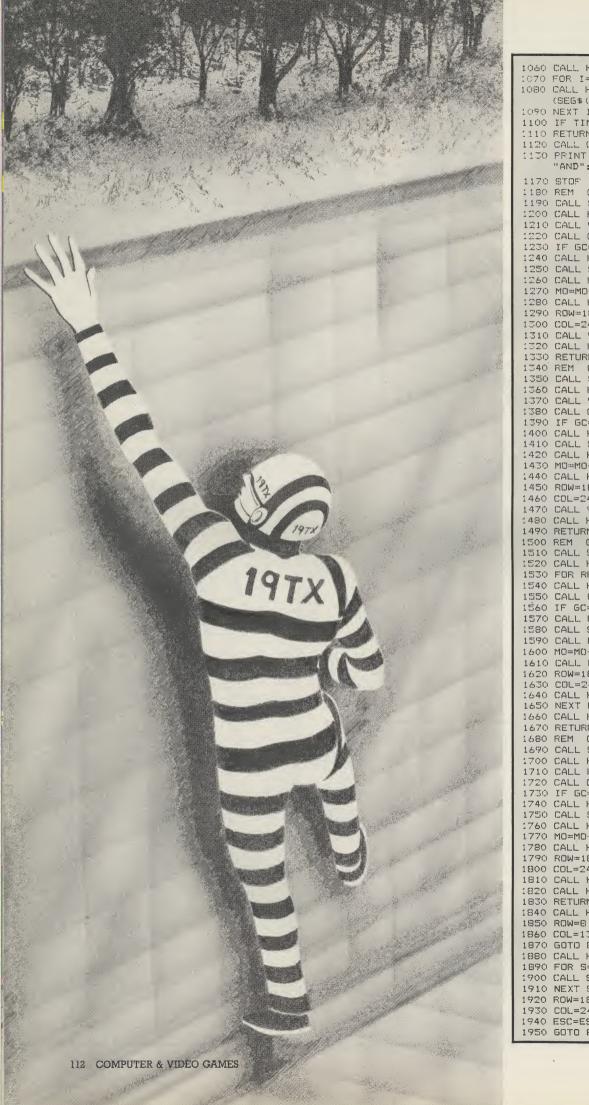
700 R=6 710 C=2 720 TIME=TIME=1 730 IF LEN(STR\$(TIME))=1

THEN 740 ELSE 750

590 TIME=100

```
740 CALL HCHAR (23, 26, 32)
750 FOR I=1 TO LEN(STR$(TIME))
760 CALL HCHAR(23.I+24.ASC
     (SEG$(STR$(TIME),I.1))
770 NEXT I
780 CALL HCHAR(5,12,120)
790 CALL HCHAR(17,15,120)
800 CALL HCHAR(6,24,120)
310 CALL HCHAR(12.27.120)
820 CALL HCHAR(4,20,40.3)
330 CALL HCHAR (ROW.COL.112)
840 CALL GCHAR(10,20.6)
350 IF G=112 THEN 1840
860 CALL GCHAR(12,2.6T)
     IF GT=112 THEN 1880 ELSE 880
880 GOSUB 1030
890 RANDOMIZE
900 X=INT(RND*6)+1
710 DN X GOSUB 1180,1340,1500,
    1680,1180,1180
920 CALL KEY(0,K,S)
930 IF K=69 THEN 940 ELSE 950
940 ROW=ROW-1
941 CALL GCHAR(ROW.COL.GET)
942 IF GET>32 THEN 943 ELSE 1010
943 ROW=ROW+1
944 GOTO 1010
750 IF K=88 THEN 960 ELSE 970
960 ROW=ROW+1
761 CALL GCHAR (ROW, COL, GET)
962 IF GET>32 THEN 963 ELSE 1010
963 ROW=ROW-1
964 GOTO 1010
970 IF K=68 THEN 980 ELSE 990
980 COL=COL+i
781 CALL GCHAR (ROW. COL, GET)
982 IF GET>32 THEN 983 ELSE 1010
983 COL=COL-1
984 GOTO 1010
990 IF K=83 THEN 1000 ELSE 1010
1000 COL=COL-1
:001 CALL GCHAR(ROW.COL.GET)
1002 IF GET>32 THEN 1003 ELSE 1010
1003 CDL=COL+1
1010 CALL HCHAR (ROW, COL. 32)
1020 GDTO 830
1030 REM TIME COUNT
1040 TIME=TIME-1
1050 IF LEN(STR$(TIME))=1 THEN
```

1060 ELSE 1070



```
1060 CALL HCHAR (20,26.32)
1070 FOR I=1 TO LEN(STR$(TIME))
1080 CALL HCHAR(23,I+24.ASC
      (SEG$(STR$(TIME), I.1))
1090 NEXT I
1100 IF TIME=0 THEN 1120
1110 RETURN
1120 CALL CLEAR
11JO PRINT "YOU LOST":MO: "MEN":
      "AND": ESC: "MEN ESCAPED. "::::
1180 REM G1
1180 REM G1

1190 CALL SOUND(200,-1.1)

1200 CALL HCHAR(ROW,COL,112)

1210 CALL VCHAR(6,12,41,13)

1220 CALL GCHAR(ROW,COL,6C)

1230 IF 5C=41 THEN 1240 ELSE 1310
1240 CALL HCHAR (ROW.COL,120)
1250 CALL SOUND (200,392,2,330,2)
1260 CALL HCHAR (ROW.COL,32)
1270 MO=MO+1
1280 CALL HCHAR (ROW. COL, 32)
1290 RDW=18
1300 COL=24
1310 CALL VCHAR(6,12,32,13)
 320 CALL HCHAR (ROW, COL, 32)
1330 RETURN
1340 REM G2
1350 CALL SOUND(200,-2.1)
1360 CALL HCHAR (ROW, COL, 112)
1360 CALL HCHAR(ROW,CDL,112)

1370 CALL VCHAR(7,24,41.12)

1380 CALL GCHAR(ROW,CDL,6C)

1390 IF 6C=41 THEN 1400 ELSE 1470

1400 CALL HCHAR(ROW,CDL,120)

1410 CALL SOUND(200,392,2,330,2)

1420 CALL HCHAR(ROW,CDL,32)
1430 MO=MO+1
1440 CALL HCHAR (ROW, COL, 32)
1450 ROW=18
1460 CDL=24
1470 CALL VCHAR (7, 24, 32.12)
1480 CALL HCHAR (ROW, COL, 32)
1490 RETURN
1500 REM 63
1510 CALL SOUND (200,-3,1)
1520 CALL HCHAR (ROW, COL, 112)
1530 FOR RR=26 TO 15 STEP -1
1540 CALL HCHAR (12, RR, 41)
1550 CALL GCHAR (ROW, COL, GC)
1560 IF GC=41 THEN 1570 ELSE 1640
1570 CALL HCHAR (ROW, COL, 120)
1580 CALL SOUND (200, 392, 2, 330, 2)
1590 CALL HCHAR (ROW, COL, 32)
1600 MO=MO+1
1610 CALL HCHAR (ROW, COL. 32)
1620 ROW=18
1630 COL=24
1640 CALL HCHAR (12,RR, 32)
1650 NEXT RR
1660 CALL HCHAR (ROW. COL, 32)
1670 RETURN
1680 REM 64
1690 CALL SOUND (200,-5.1)
1700 CALL HCHAR (ROW, COL, 112)
1710 CALL HCHAR (17, 16, 41, 9)
1720 CALL GCHAR (ROW, COL, GC)
1730 IF GC=41 THEN 1740 ELSE 1810
1740 CALL HCHAR (ROW, COL, 120)
1750 CALL SOUND (200,392,2,330,2)
1760 CALL HCHAR (ROW, COL, 32)
1770 MO=MO+1
1780 CALL HCHAR(ROW, COL, 32)
1790 ROW=16
1800 COL=24
1810 CALL HCHAR (17, 16, 32.9)
1820 CALL HCHAR (ROW, COL, 32)
1830 RETURN
1840 CALL HCHAR (ROW, COL, 32)
1850 ROW=8
1860 COL=13
1870 GOTO 880
1880 CALL HCHAR(12,2,32)
1890 FOR S=30 TO 0 STEP -2
1900 CALL SOUND (100, 262, S)
1910 NEXT S
1920 ROW=18
1930 COL=24
1940 ESC=ESC+1
1950 GOTO 830
```





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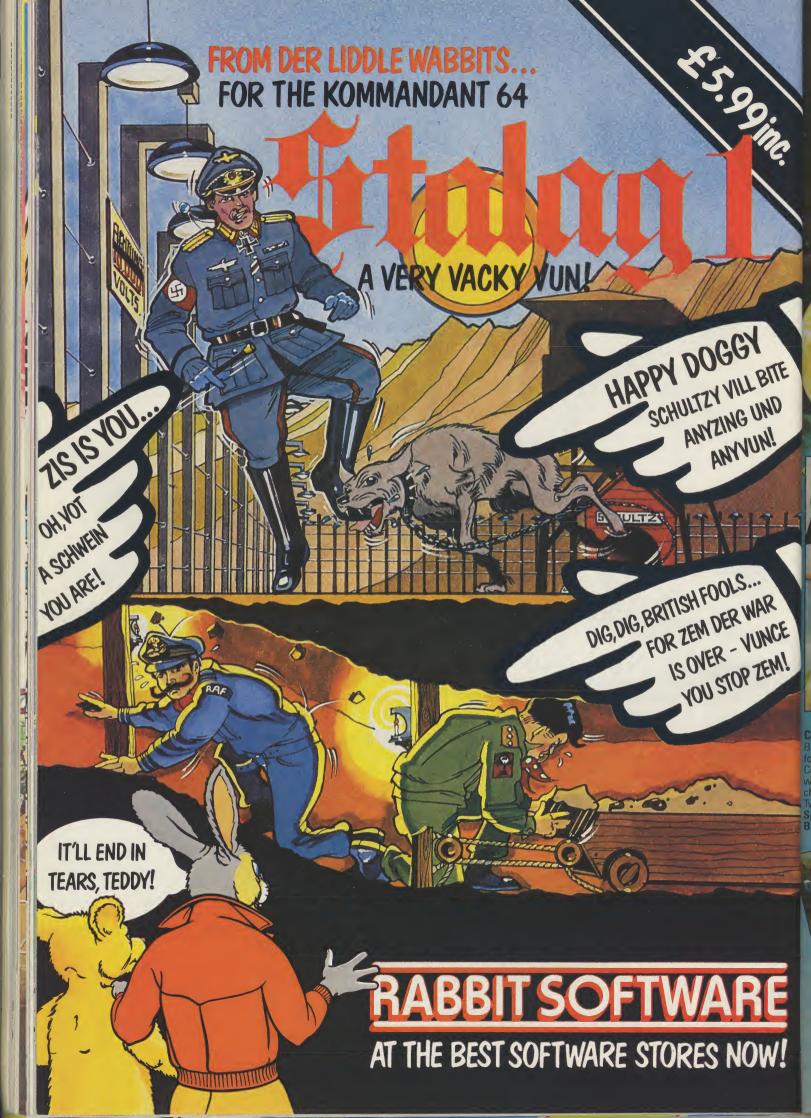
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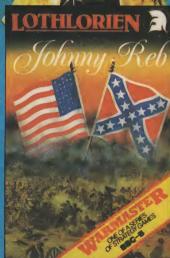
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ALL THE RULES

At last a games magazine that doesn't go by the book!

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Whatever BIG K gets in its sights — whether it's news, reviews, listings, or hardware, it always **plays** it a different way and **says** it a different way. BIG K is technical, BIG K is tactical but BIG K is never typical.

BIG K isn't afraid to shoot from the hip -

### THIS ISSUE:

Falklands victor General Sir Jeremy
Moore reviews the latest war games.
1984 giant test — 3 forthcoming
British versus 3 American micros.
Adventure X — a superb adventure
game for you to type
into your Spectrum.
Amazing games for Dragon, BBC,
Vic 20, Spectrum, Atari.

Spectrum graphics special — how to program great graphics into your micro.

and it's always hip when it shoots.

3 great utility programs to

help you get even better games out of the BBC

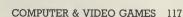
and Spectrum.

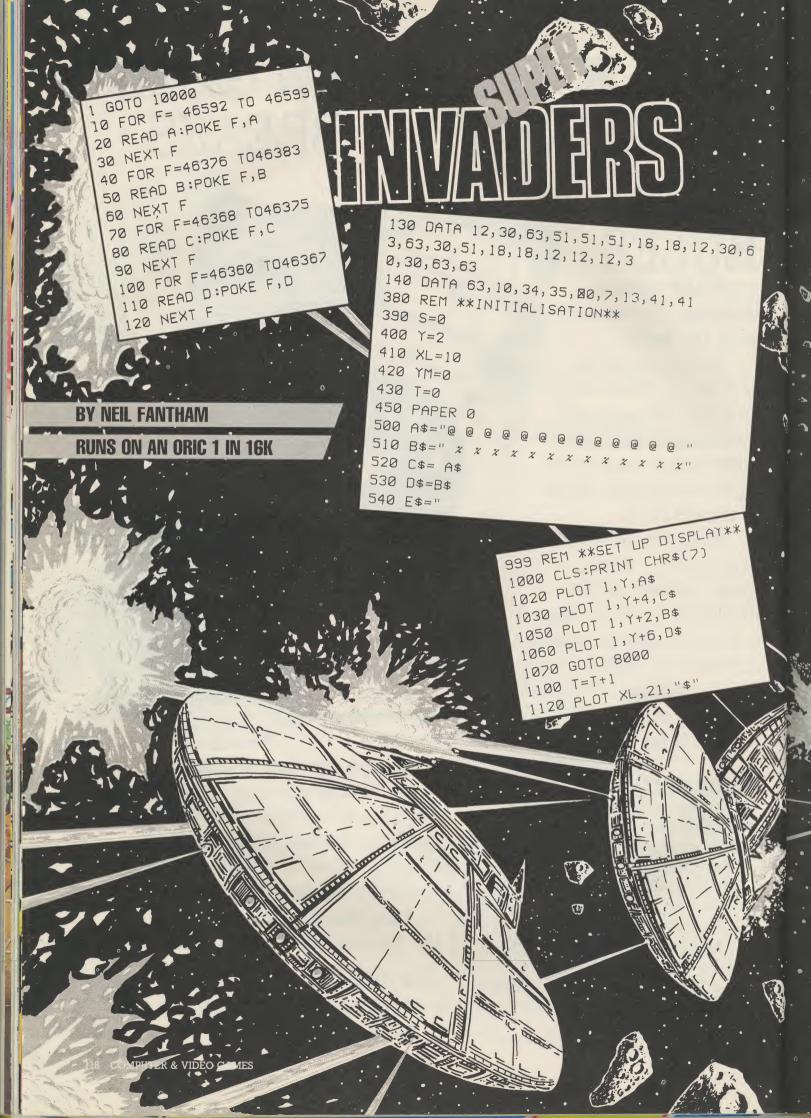
If you want a magazine that's music to your micros then ours is more than just the score. When we test rigs we don't take prisoners and we've a 'no holds barred' approach to strategy and adventure.

After your first byte of BIG K – the game will never be the same.

Go get it!

SECOND ISSUE ON SALE 19th APRIL: 85p





C&VG always tries to bring you the classic arcade games first. Unfortunately, we haven't up to now published a version of the grand daddy of computer games for the Oric 1 — Space Invaders.

We think we have more than justified the long delay by waiting for something special to come along and Neil Fantham's astounding version of the arcade game has been worth waiting for. We guarantee Super Invaders will turn owners of other computers green with envy.

Space Invaders follows the theme of its forerunner religiously. Armies of multi-coloured, laser-spitting aliens descend toward the earth whose only defence is a single laser cannon.

You have been given the task of manning the gun against the overwhelming power of the warring aliens who attack in waves of over 30 at a time. The more invaders you shoot, the faster their comrades will move in an attempt to avenge their deaths.

The left and right cursor keys are used to move the laser base and the up arrow key is used to fire the missiles.

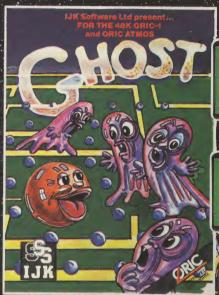
```
1125 REM **THE GAME**
          1130 L$=KEY$
          1140 IF L$="" THEN RETURN
          1150 PLOT XL, 21, " "
          1160 IF ASC(L$)=8 AND XL>1 THEN XL= XL-1
         1180 IF ASC (L$)=9 AND XL<31 THEN XL=XL+
         1190 PLOT XL,21,"$"
         1400 IF ASC(L$) <> 11 THEN RETURN
        1420 FOR M=19 TO Y+6 STEP-1
        1430 PLOT XL, M, "."
        1440 PLOT XL, M+1, " "
        1450 NEXT M
        1460 PLOT XL, M+1, " "
       1500 F=0
       1510 Q$=D$:R=6
       1520 GOSUB7000
       1530 D$=Q$
       1540 IF F.=1 THEN 1750
      1550 PLOT XL, Y+5, ". ": PLOT XL, Y+5, " "
      1560 PLOT XL, Y+4, ". ": PLOT XL, Y+4, " "
      1570 Q$=C$:R=4
      1580 GOSUB7000
     1590 C$=Q$
     1600 IF F=1 THEN GOTO 1750
     1610 PLOT XL, Y+3, ". ":PLOT XL, Y+3, " "
     1620 PLOT XL, Y+2, ". ": PLOT XL, Y+2, " "
     1630 Q$=B$:R=2
     1650 GOSUB 7000
    1660 B$= Q$
    1670 IF F=1 THEN 1750
    1680 PLOT XL, Y+1, ". ": PLOT XL, Y+1, " "
    1690 PLOT XL, Y, ". ": PLOT XL, Y, " "
   1700 Q$=A$
   1710 GOSUB 7000
   1720 A$=Q$
   1750 IF A$=E$ AND B$=E$ AND C$=E$ AND D$
   -E$ THEN 9000
  1760 IF Q$= E$ THEN Y=Y+2:PLOTM1, Y-2, E$
  1770 GOTO 1100
  7000 IF MID$(Q$, XL, 1)=" " THEN RETURN
  7010 Q$=LEFT$(Q$, XL-1)+" "+MID$(Q$, XL+1)
 7500 S=S+10-Y
 7510 Q$=MID$(Q$,2)+LEFT$(Q$,1)
 7560 PLOT XL, Y+R, "#"
 7570 EXPLODE
7590 M$=STR$(S)
7595 IFASC(LEFT$(M$,1))<32 THEN M$=RIGHT
$(M$, LEN(M$)-1)
7596 PLOTO,0 ,CHR$(3)+"Super Invaders"+C
HR$(4)+" Score:"+M$
7600 T=T+1
```

8010 IF T=100+INT(RND(1)\*90) THEN Y=Y+2: 7610 RETURN 8000 PLOT 1,14,"X" 8020 A\$=MID\$(A\$,2)+LEFT\$(A\$,1) T=0:PLOT 1,Y-2,E\$ 8040 PLOT 0, Y, CHR\$(1)+A\$ 8060 B\$= MID\$(B\$,2)+LEFT\$(B\$,1) 8050 GOSUB 1100 8070 PLOT 0, Y+2, CHR\$(4)+B\$ '8090 C\$=MID\$(C\$,2)+LEFT\$(C\$,1) 8080 GOSUB 1100 8100 PLOT 0, Y+4, CHR\$(2)+C\$ 8120 D\$=MID\$(D\$,2)+LEFT\$(D\$,1) 8110 GOSUB1100 8130 PLOT 0, Y+6, CHR\$(4)+D\$ 8150 IF Y>14 THEN GOTO 8500 8140 GOSUB 1100 8160 IF Y>12 AND B\$ <> E\$ THEN 8500 8170 IF Y>10 AND C\$ <> E\$ THEN 8500 8180 IF Y>8 AND D\$ <> E\$ THEN 8500 8190 T=T+1 8490 REM \*\*EARTH DESTROYED\*\* 8500 PRINT"THE ALIENS HAVE LANDED AND TA 8200 GOTO8000 KEN OUER"

8503 PLOT 11,10,"Game Over" 8504 SOUND 1,400,15:WAIT250:SOUND1,0,0 8999 REM \*\*THE EARTH IS SAVED !\*\* 9000 PRINT"YOU HAVE SAVED THE WORLD !!" 9002 PLOT 0,10,CHR\$(12)+"Prepare for next army" 9005 FOR F=1 TO 10:ZAP:NEXT 9006 WAIT 40:GOT0400 9010 INPUT"Another game (Y/N) ??"; E\$ 9020 PRINTCHR\$(17) 9030 IF Z\$="Y" THEN GOTO 390 9040 INK 0:PAPER 7:CLS:END 9999 REM\*\*TITLES\*\* 10000 CLS 10005 INK 7: PAPER 4 10008 PLOT5,5,CHR\$(12)+CHR\$(05)+"BY NEIL 10010 PLOT 6,10,"S U P E R INVADE 10020 PLOT 6,11," (Press a⊠y key)" 10021 PLOT 1,13,"\* Shoot down the aliens 10022 PLOT 1, 14, "\* get past the 'X', othe 10023 PLOT 1,15,"\* will be trouble for y 10035 IF KEY\$<>"" THEN ZAP:WAIT 400:GOTO 10040 SHOOT: WAIT50 10070 GOTO 10035

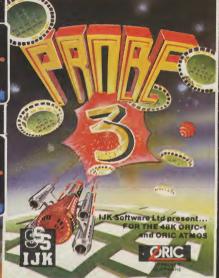
**Variables** Z\$-Asks for another game ' S=Score. M\$=Displayed score Y=Vertical position of invaders XL=Position of laser base A,B,C,D=User defined characters A\$,B\$;C\$,D\$=Strings holding alien display L\$=Position of missiles M=Position of moving bullet

# And now, to com n





Silly. 5-6



### HOST COBBLER

In this superby version of the record breaking arride game.

you must guide the muncher around in creen, eating the dots to gain points. Eating the power pills enables you to chase and eat the ghosts, gaining bonus points. This all-action machine code favourite features ghosts, muncher, power pills, ghost fox, tunnel, fruits, hall of fame, smooth action, etc., be.

### PROBE 3

In this tremen-dous machine code arcade code arcade game, the alien:

have you cornered. To survive you must destroy the fighters and evade their approaching plasma bolts and missiles. Features superb graphics, smooth action, hall of fame, etc., e For the 48K OR

1 and ORIG ATMOS £7.50 inc.



help him cross the river on the logs and turtles to reach the safety of the fily pads. This machine code version of the popular arcade game features lanes of traffic, logs, diving turtles, jumping toad, snakes, flies, tunes, hall of fame, etc., etc. For the 48K ORIC-1 and ORIC ATMOS £7.50 inc.





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# CHALLENGING SOFTWARE



Matter Disruptor complex report terminated: Estimate 75 personnel unaccounted for: Repair and medi-crews alerted: Defence circuits detect

responsible alien craft now locked onto new target: Saboteur sighted in central corridor Sector 7: Pursuit Droid activated: Switching to visual:::

Spectrum

### From the Necromancer's Cauldron...

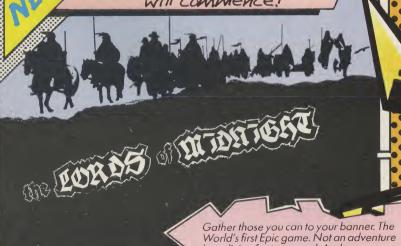
Were conjured the ghouls, ghosts and outraged spirits of centuries of sacrifices to the occult.

Hurled forth from whoknew-whence to thwart your escape down the perilous fortress steps. An illtimed move will plunge you into his waiting spider's tangled web. 12 levels of haunting





The War of the Solstice will commence!



Spectrum

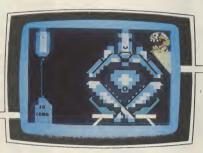
Gather those you can to your banner. The World's first Epic game. Not an adventure but a living fantasy novel. And you are the author of the action.































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### HULK

I loaded *Hulk* from Scott Adams' TRS-80 development disk, and paused before I pressed ENTER. Would this relatively small (16k) text game seem pale and dated in comparison with some of the larger, all singing, all dancing recent Adventures?

The screen cleared. "I am Bruce Banner, tied hand and foot to a chair. Tell me what to do".

The old magic was back. What a rotten trick! I made various feeble attempts at escape, but it was soon obvious that I would never succeed — I needed to be a super-hero. So I thought a bit, tried a few things, and then, dramatically —

"Ouch! I scream!

"I am the Incredible Hulk (tm) now". A pity that we had to have the trade mark in the text, but that was the least of my worries. I was free from my bonds and had a treasure to hand, plus a few unlikely objects, but I couldn't get very far.

I was trapped inside two locations and, as I am currently the only player of *Hulk* in the UK, there was only one person who could possibly help — The Chief Examiner! So I rang him and he was sympathetic. "The clues are all there. All you need to do is to read them," he assured me helpfully, and added for good measure "You're heading in the right direction."

Great! So I returned to re-read the text with open eyes. I applied some logic and - hey Presto! I broke out!

I found myself in a field, near a large dome. I soon came across a sign saying "Leave gems here." I dropped mine and, obtaining my percentage score, reckoned I had a lot of hard work ahead of me.

Now I seemed to be going around in circles and couldn't escape to anywhere useful. Sometimes I met a nasty end at the mandibles of alien ants, and sometimes I wondered why I didn't.

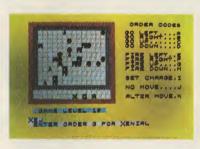
Apart from a certain-death location, I could discover nothing new, despite digging around desperately for clues.

Then sudden realisation hit me! I had a theory and excitedly put it to the test. Wow! I was right — twice over! I had fallen for a beautifully implemented ploy designed to deceive an Adventurer too jaded to use his eyes and brain!

Gradually the shape of the game became clearer — and I had to admire the tactics Scott had used to lull the unwary into a state of complacency followed by total confusion!

Right now I've got a couple more gems to find before I complete the game, and they don't seem to be giving themselves up easily. But I know the game can be solved, for Scott had left a saved game on the disc, with the player just about to drop the last treasure and win. I looked! Well, wouldn't you? Anyway, as the saying goes — "I saw no-







thing special." Scott had left everything tidy!

How did it compare? Short text messages and descriptions and not a large Adventure map, but I soon realised that this was easier on the eye than watching a mass of scrolling text. Anything new was immediately obvious. And the immediacy of the split screen display and machine code speed added a dimension of drama and suspense.

The locations all have a use and, together with the short text replies, serve to concentrate the mind on the puzzle. Because of that, a solution is demanded in almost a challenging way.

The *Hulk* Adventure comes with a special issue of a Marvel comic which leads up to the start point of the game, but is not necessary for its solution.

Hulk is from Adventure International and will be released in the US and Europe in May in the following versions: Graphics: Spectrum tape, Commodore 64 tape, Atari disc. Text: Atari tape, BBC tape, TRS-80 tape.

There is a possibility of 16k ZX81 text and Oric graphics versions later, and almost certainly a Dragon version by the autumn.

Keith Campbell

### CRITICAL MASS

This is an adventure game which is based on the idea that a mad and evil genius has planted atomic bombs in five of the world's principal cities. He then sends out a message to tell everyone about it just to cause as much panic as possible.

You are brought in to try and figure out how to stop him. To aid you in your task, the media agree to not let out any information about the plan.

However, you are on your own. You are playing against the clock and this makes it harder, as the clock runs even if you don't move. So fly down to Miami and spend the nine days you have water-skiing and the world goes boom and you haven't got any further!



This graphic adventure has some interesting extra features. For example, the graphics screen is often animated and if things are happening around you then there is often a visual — the old adventure serial trap of the room with closing walls is also in there and this is accompanied with appropriately animated graphics.

The game also hovers on the realm of video games with sections like the water-skiing in which you have to steer your way round a course in real time.

Can you find the evil Count Stupotino? And, if you find him, can you stop him from blowing up the world? Luckily, if the world does start to glow at night and most of the rest of it vaporizes then you can always re-boot the disk drive and start again.

Critical Mass is from Sirius Software and is for the Commodore 64, Atari 800 and 1200 and the Apple II. It costs f39.95

John Molloy

### **FANTASIA DIAMOND**

Quest Adventure fans will be delighted to learn that Hewson have now launched Kim Topley's second game — Fantasia Diamond.

Hewson told me that this game is as good as anything on the market so I thought I'd better take a look just to see whether it was true or not.

The family heirloom from which the game takes it name has been stolen and taken to the fortress across the river. It's your job to get it back and also to rescue Boris the Masterspy imprisoned on a previous bid to regain the diamond.

The game features a split screen graphics and text system. The pretty pictures are certainly — but as good as the Hobbit? I'm sorry, Hewson, not by half

I liked Fantasia Diamond — it struck just the right level of difficulty for me. It is tough — but not so tough that I got the impression I would never solve it in a month of Sundays which was very encouraging.

A well thought out and well executed adventure — in the shops now at £7.95.

Keith Campbell

### THE CRYPT OF MEDEA

The clock had just struck midnight as I reluctantly booted the drive of my 48k Apple. Then my problems started...

I awoke to find myself in a large mausoleum with marble floors and a dirt floor. The room was deathly silent. Before me lay an unlit candle. There was no way out.

The object of the game is to use logic and cunning to work your way through the maze and find the way out.

The program arrives in a book-sized box which contains a disc containing the program, a manual, various adverts, tip sheets and a warranty card.

The manual, like all of Sir-Techs, was

well written and informative. Perhaps too much so in this case, as at the back there is a page headed DO NOT READ ANY FURTHER! THE FOLLOWING INFORMATION WILL REDUCE YOUR ENJOYMENT OF THE GAME.

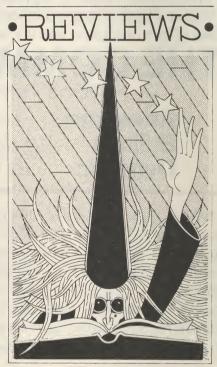
This is a bit like an adventure game in itself, as the whole thing is in a sort of code with all keywords numbered and scrambled and the sentences reading like #1 in the #7 with the #88. This is not one of them!

It also helps the first time adventurer through the first three rooms giving them some idea what is going on and how to get on in adventures.

The hi-res displays are good and give a perspective view of each room. However, to those who are used to certain sequences of rooms, the graphics can be turned off and this can help speed your way.

So can turning off the sound, which consists of a tune when the adventurer completes each minor goal.

Sometimes, this is accompanied by a



small cartoon on the text screen to build up the suspense.

An impressive sounding, though untested, feature of the game (due to lack of hardware) is that it will generate speech responses if a Mockingboard is fitted. Luckily, this can also be switched off, for if my computer started to laugh at me because I had died for the nth time, I may be tempted to take a hammer to it.

The game itself is a slightly more gruesome adventure as almost every room has something dead or undead in it. Such is the stuff of which nightmares are made — it's not for the fainthearted. Remember, this is a graphics adventure.

The Crypt Of Medea is a disk-based graphics, text and sound adventure for the Apple II, II+, IIE and III and is

produced by Sir-Tech of Ogdensburg, New York, the creators of the phenomenal Wizardry series. Unfortunately, this is not up to that standard, but, it is a very good graphics adventure.

John Molloy

### JERICHO ROAD

Described as an educational adventure, Jericho Road was written by a church minister. It is set in biblical times, in the middle of the first century AD, in and around Bethlehem, Jerusalem and Jericho.

The game has two levels of play — junior and full. I tried the junior version first, in which the aim is to get to Jericho. Wandering around in the hot sun nearly sent me to sleep, as there seemed nothing to do, the only light relief being when I got stripped, beaten and robbed, Along came a priest (trot trot trot). a lawyer (trip trip trip), and of course — you've guessed it!

Child's play, and I learnt little. But then, of course, this WAS the junior version, and I'm sure children will enjoy the sound effects as these various visitors arrive and depart.

Not expecting much better, I tried the full game option — easy enough as it's all there in memory, and doesn't require a separate load.

This version was in the same setting, but I was immediately impressed about how cleverly the full plot had been abridged in the version I had just finished. For the mission was quite different this time, and not nearly so easy.

Thus I was forced to type HELP on a number of occasions and, when there was help on offer, it came in the form of referring me to a chapter and verse in the Bible. This, I found, added a completely new dimension to the game, and suddenly made Bible reading quite interesting. Reading the text gave information vital to the game, both in terms of knowing what actions to take, and getting the answers right when asked questions.

The plot being inextricably tied up with the biblical narration relating to the scenario proved to be a winning formula as far as I was concerned. One thing to watch, though, is your typing, should you get frustrated. This game doesn't understand bad language!

Jericho Road is from Shards Software for 48k Spectrum, priced £5.75.

John Molloy

### DEADLINE

It's said that variety is the spice of life, and I'm inclined to agree. After adventuring in untold numbers of mazes to kill ferocious beasts, I found it refreshing to open the file on Infocom's *Deadline*, a game of detection.

Inside the file was a large Inspector's casebook packed with information, from how to take fingerprints to making that all-important arrest, including a photograph of the position of the body,

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# C & VG SOFTWARE FORM

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We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working. would be of great help to beginners. Please make sure that your name, address and the program name is on everything

vou send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:		
Machine make:	Model	
Other models it should run on:	Number of Kneeded to run it: .	
Author's name:	Sur- name:	
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Acknowledgement sent:		Good enough to publish
Name of evaluator:		Needs some tidying up
Date sent out:		Not worth publishing
		Same game
Needs to be returned to author for alterations:	Date sent:	already published on this micro
Due to be published in		Wouldn't load

and statements made by the victim's family.

All this gave the impression of a straightforward case of suicide — but being an Adventurer I know that things are never that simple!

The action takes place in a large country house and its grounds. The grounds are the pride of a gardener who becomes indifferent if you go rummaging around in his rose beds, until he decides to show you, that is! The body was found in the library, which appears to have only one entrance, and was locked from the inside.

To solve the mystery, you have to deal with five people, not counting the lawyer, newsboy, or whoever else may happen to call in. Each character responds differently when questioned, so be careful. If someone feels you are getting a little too close for comfort — you could be the next victim! End of game!

Deadline, true to its name, gives you just twelve hours to crack the case. Timing is all important, as characters going about their daily business unintentionally uncover new evidence. It is vital you are on hand to receive their statements for, once given, they are not repeated.

Like all good detective stories, once started, this game is very hard to put down. Until, that is, you have found the perfect solution. For *Deadline*, unlike other adventure games, has many different endings. It's only on finding the perfect solution that you are given a summary of the game.

As with all Infocom adventures, the extent of the vocabulary is very impressive, and very rarely did my full-sentence commands get the response "I don't understand that sentence".

Deadline, for the Atari with a minimum of 32k comes from Infocom on two discs, at £34.50. Expensive perhaps, but worth every penny!

**Paul Coppins** 

### **EL DIABLERO**

The Dragon 32 now has a large selection of adventures available. Those from Dragon Data, I find, are among the best, and of these I put *El Diablero* at the top of the pile.

You wake up in the desert dazed, after having been taught sorcery by an old man. Of those lessons you only have a vague memory, but you know you have to destroy the evil Diablero!

The vocabularly of the game is fairly large and useful. It uses the common verb/noun system — TAKE FISH, GO NORTH etc. On your journey around, you will find such things as mysterious yellow water and large slabs of rock. A magic word has you thinking for hours in search of a possible use for it!

To top it all, the game has the best twist in the tail that I have ever experienced. I can tell you — it left me breathless!

All this sounds great, and it is. El Diablero is written in machine code and has all the usual features of adventure games. I recommend it to everyone — it is almost worth buying a Dragon just to be able to play it!

El Diablero, from Dragon Data, for the Dragon 32, costs £7.95.

Simon Marsh

### SUSPENDED

Having tormented myself with the tortuous paths of *Zork*, and the unlimited boundaries of Starcross, I thought I might try something a little less complex, so I turned to Infocom's *Suspended*.

I should have known better, for this game was every bit as involved as the others from the Infocom stable. Suspended had one difference. The game has many skill levels, and if successful on one level, the player can move on to the next.

If all the available skill levels have



been completed (wishful thinking?) then the player can go on and create his own level.

This must be a first in computer adventuring, and I liked it, for it means that as one's knowledge of the game grows, its complexities can be increased.

Suspended comes complete with a colourful gaming board and pieces, plus, of course, comprehensive instructions and a diskette.

As the game starts, the player finds himself awoken from a 500 year cryogenic sleep, during which his mind was monitoring three master computers which maintained the planet's weather, food production and transportation systems. The computers have been damaged, and the objective of the game is to repair them, and meanwhile, to take

over manually the tasks of the computers. Failure to do so means the game comes to a low and painful end.

To help achieve this mammoth task, you have control of six maintenance robots which are your eyes and ears. Each robot has its own personality and perception of its surroundings, so you may get six totally different descriptions of each area, and any objects you find.

Most Suspended players will, I feel, adopt his or her favourite robot since they are endowed with characteristics that enable the player to associate with them. I found I favoured one called "Poet" since most of his communication was in verse.

Early on in the game the player will soon discover the need to use the game board for, with all six robots in play at a time, it can prove almost impossible to remember who is where!

So there you have it — a game I greatly enjoyed, and one I would highly recommend. *Suspended* is from Infocom, and the Atari version which I played costs about £37.

**Paul Coppins** 

### **QUEST OF MERRAVID**

Described on the cassette inlay as "An Adventurer's Adventure", *The Quest of Merravid* is for the Commodore 64, and is set in amongst mountains in a land called Thargon.

Your task is to retrieve the magical firestone of the dwarfs, guarded by a Dragon. First of all, you must gather together the one set of armour that has been scattered about the land of Thargon. Not exactly a shatteringly original scenario, but I'll try anything once!

So I typed RUN, and found myself in Lower Blackwoods. The cassette inlay told me that to move I could type GO N for GO NORTH. Perfectly correct — but that was all I could type to move north. N and GO NORTH went unrecognised.

The problem is experienced Adventurers are not used to strictly applied non-standard abbreviations like this—it can easily cause them to suffer a nervous breakdown!

Moving on, I soon came across a bucket. Obviously I was going to find some water before long, so I typed GET BUCKET. I got it OK, but to my dismay, the screen cleared and said "OK — your next course of action".

I had now completely lost the details of my location and exits. So I tried LOOK. "I see nothing special" appeared on a new screen.

Unable to believe there was no way of redisplaying my location, I re-read the instructions, tried a few more words, and eventually decided the only way to find my whereabouts was to try moving until I got out, and then move back.

As every adventurer knows, moving blind can prove very dangerous. I was lucky. Or was I?

To see what I was carrying, I typed INVENTORY, TAKE INVENTORY, IN-

VENT, and finally got it with INV. Like it said - you will soon discover the commands. When I tried to climb a rope, I was

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told I could only climb up or down. And that was what I was told when I tried to climb up or down - except where I was meant to!

A pity about these annoying features, as the game had quite a nice sense of humour. The player also needs one. And as for "Adventurer's Adventure" well, you'd certainly need some experi-

ence to guess many of the commands! The Quest of Merravid is for the Commodore 64 or Vic 20 from Martech, at £7.95.

Keith Campbell

### KORTH TRILOGY

The Korth Trilogy is a set of three science fiction books from Puffin, each with a computer tape enclosed. On each tape three games are to be found, and each game relates to a part of the appropriate book.

The games are not Adventures, repeat NOT, adventure games. This rather upset me, as the packaging that comes with each implies the opposite. Instead, they are arcade/strategy games but are being reviewed here because the packaging suggests otherwise.

I felt that the books are aimed at the eight to twelve year age group. Thus, if like me, you are out of that category, the stories seem rather boring.

Each member of the trilogy is priced at £4.95 which is good value for money if you are in the appropriate age group and own either a 16k or 48k Spectrum. Of course, for the price, one cannot expect the games to give Ultimate any sleepless nights, but as a package they are superb. So here is a mini-review of each.

The first, Escape from Arkron is about three members of Interplanetary Patrol who go to Sirius and find the evil Korth Empire at work. The best game on this tape is Prisoner, where you lead four men on a mission to free Louis and escape, avoiding the deadly robot guards. I found this quite like a Berserk game, but with more robots.

Besieged has only one game really worth playing and that is called Alpha. The aim is to reach the control room of Alpha base and solve the problem of trinary maths to re-program the Korth computer.

Alpha is in many ways a graphical adventure, but as there is no proper vocabulary, and only graphical monster-bashing, it is not worth much more than to say it is great fun.

The last book is Into the Empire and the last game on the tape with it is, in my opinion, the best in the trilogy. The game is called Empire, and is one of the oldest games available for micros, being a simulation of the Empire's economy. You have to control the destiny of thirty planets, quell revolts and







supply the empire's needs etc.

Overall, I feel that Puffin did really well with this trilogy. Although it is true that the games are not the best in the world for the Spectrum, they are value for money. You may find the books worth a read too - but do not expect Asimov!

Simon Marsh

### DEATH CRUISE

Yet another game from the growing Virgin catalogue. This attempt at Adventure is really rather tedious and does not show the potential I feel Virgin must have.

The game is set on the luxury liner Pacific 1, and among the guests and passengers is H.R.H. King David. The problem is that the evil Mr. Sinister is out to kill him with a bomb!

The way to save H.R.H. is, say the instructions, to find the bomb, the room containing the detonator, and to identify Mr. Sinister.

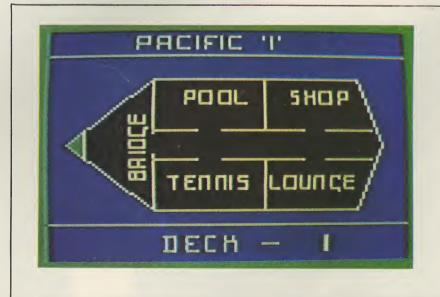
Well, reading the cover of the game led me to believe that within its tape an Adventure was to be found lurking, ready to treat me to hours of enjoyment.

All I found was a very poor attempt at an adventure game. My main criticism is that the vocabulary is the worst I have ever come across in my life!

For the Dragon 32 from Virgin, Death Cruise costs £6.95.

Simon Marsh

COMING NEXT MONTH Remember THAT ROOM in Deathmaze 5000? Keith Campbell has tracked down a reader who was seen crawling out of the Deathmaze — and lived to tell the tale! Learn all about the mysterious calculator room AND find out about the safe in Xenos - only in the June Adventure Video issue of Computer & Games!

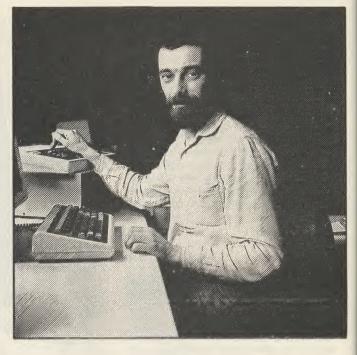




John: "Yes with ZZOOM one of the big problems was getting the graphic perspectives right, for example the line on the road gave a reference point but to achieve real 3D and animation and also ensure that all the objects increased in size realistically was a pain, for example the Extron missile spins toward you and increases in size at the same time, a big problem. Mind you the hardest part was working out some way of not running out of memory in about five minutes flat . . . that must have caused you some sleepless nights with Alchemist."

lan: "Yeh, with so many scenes I had to find some way of compressing everything, so I designed the scenes two screens wide then by experimenting with quite a few techniques managed to find a way of getting each line down to just a few bytes of memory; but you're right getting everything into what, in these days, is a relatively small amount of memory caused big problems. In the old 8K PET days the Spectrum's 48K was a lot, but now . . . well . . . "

John: "You're right that was a big headache with Stonkers, by the

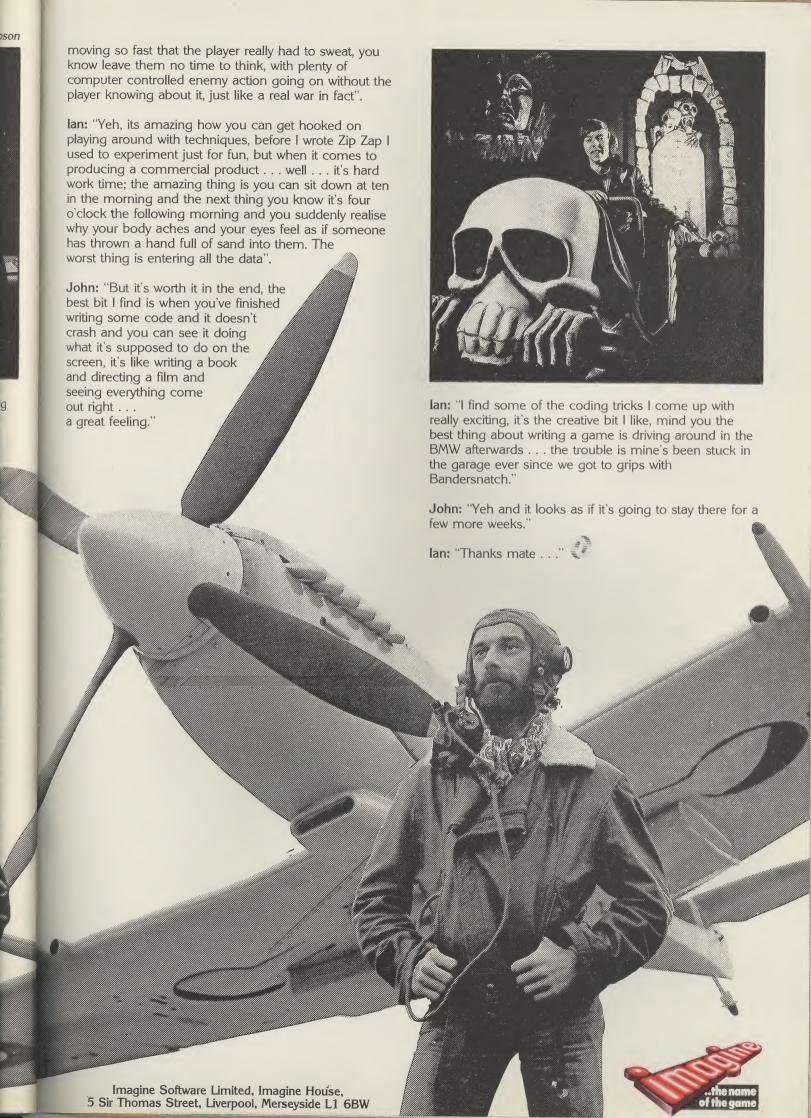


time I'd written the raw data I'd used up 21K so bang goes half your memory . . . so it's thinking cap time . . . remember we got together on that one."

**lan:** "I'm not likely to forget . . . but we cracked it in the end."

John: "Right, but then I had the problem of making Stonkers not only a classical wargame but also a game that could be played and enjoyed by arcade and adventure fans as well, I had to get





Sir-Tech Software have recently released the third scenario in the Wizardry series — The Legacy of Llylgamyn — which offers improvements over the original two scenarios. This seemed like a good time to take a look at what, if it filters down to other machines, could be the future of adventure games . . .

a high agility and high luck, cannot be of good alignment. Once all these things have been decided for a group of six characters, you are almost ready to start

The game begins in the castle. And the 'in' place to go in the castle is Gigamesh' Tavern. This is where you go to get your group together. Here you add the members of the party one by one. This is true of whichever scenario you are in. On your first visit and once the group is assembled, you will have to leave the tavern and visit Boltacs Trading Post, the only shop in the castle. Here the young adventurers get together the equipment needed for the battles ahead. What you need depends entirely on what class of character you are. A magic user can only wear robes to cast spells in, for

Before the game begins, I will point out a few of the other places of interest where the fun begins.

All this may sound like a lot of things to do before a game commences but the characters grow with the playing of the

From the edge of town, you have access to the training grounds — which is where the characters are 'rolled' — or to the maze. The maze is the section relevant to the scenario and I shall give you a rough overview of three as any more would spoil the game for anyone who is likely to ever try it.

The general idea of the game is to

explore and map the dungeon, completing a given task on the way. This may take a long time indeed, but with the assistance of your spell casters — there are two main types — it should prove

very interesting

It is the spell casting which is a great improvement over *D&D*. All the spells are named and are cast by typing in the correct name. An example from the two magic types are Dios in the priest spell book, which cures from one to eight points of damage on one of the party, and Katino which is a mage spell which causes one group of monsters to fall to

The screen switches over from the text screen to the hi-res graphics screen and you are presented with information in various windows. In the top left corner of the screen is an image of what you can see directly in front of you. It is displayed as a 3D line drawing of the corridor.

To the right there is a summary of available commands, and beneath that

Wizardry is loosely based on the game Dungeons and Dragons which swept into this country from America. This also influenced the laser disc arcade game Dragon's Lair. Wizardry is written in Pascal and runs on an Apple but there is also a version of the first scenario for the IBM.

To play the game, a group of characters have to be 'rolled' — this is a throwback to D&D which requires a small collection of multi-faceted dice. First a name is chosen for the character. He or she may also be human, elf, dwarf, gnome or hobbit. The computer then generates a number between three and 18 for each of the following categories: strength, I.Q., piety, vitality, agility and luck. These then allow the player to choose a class for the character. The main classes available are fighter, thief, priest and mage.

The more exotic types feature bishops, Samurai, lord or Ninja.

For example, a player with a good strength could be a fighter. The player also has a choice over the character's alignment: good, evil or neutral — this is the character's outlook on life. Some classes are not available to some alignments. For example, a thief who requires in the castle and what they are used for.

The Adventurers Inn is where you go to rest. When you rest at the Inn, your hit points, which is how much damage you can take, are returned to full after the battles in the dungeons.

You advance to new levels of the adventure by getting a certain number of experience points — the higher your experience level, the better you are at doing things.

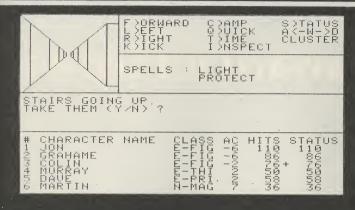
Magic users and priests get more and stronger spells, fighters get better at fighting and kill the monsters with more ease and thieves get better at identifying and disarming the traps on the chests.

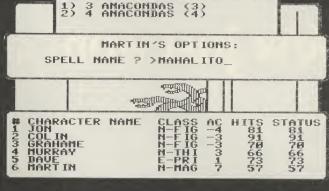
The Temple of Cant is where to go to be 'put back on your feet' if you have met with small setbacks such as death or maiming etc. The final option in the castle is to go to the edge of town. This is

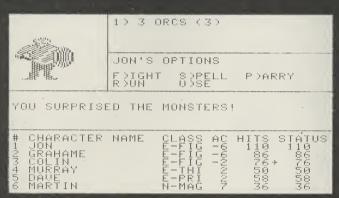
there is a list of what spells are 'up': light, protect etc. At the bottom of the screen there is an area which shows the condition of the various members of the party. By pressing the appropriate keys, the party moves off down the corridor. At this point, the player should be making maps as accurately as possible. A fair hint worth pointing out is that the only time I have had problems in the game is when I have thought that I knew what was going on and stormed triumphantly ahead only to lose my way totally, usu-ally accompanied by death.

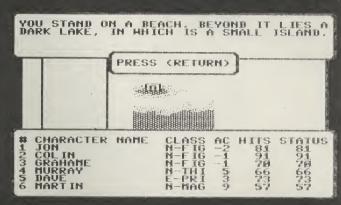
When the party reach a door, they have to kick it down to get at what is beyond. These doors magically reform themselves as they have to kick their way out as well. Eventually the party will











stumble across a group of monsters and this is where the hacking and slaying

The display of the room gives way to a small picture of the monster you are up against. This gives you a clue as to how to kill it as certain monsters can be dealt with in certain ways.

The party is given the options of what to do. The first three can fight if they want but, if not, they can also parry, use an item, cast a spell or run if the going

looks bad — as can the rest of the party. If the run option is chosen, the whole party attempts to flee the scene, not just

THE WIZARDRY TRILOGY

The Proving Grounds of the Mad Overlord is the first disk in the series and the catch is that you must have this disk to play the others in the series. This is the only disk on which you can 'roll up'

The quest involves an amulet stolen by a nasty character called Werdna. The party have to find Werdna, who is somewhere inside the ten level dungeon and, after doing battle with him, return the amulet to the castle.

The Knight of Diamonds is the second of the scenarios and is a sort of extension of the Proving Grounds. The artifact that has to be rescued in this case is the Staff of Gnilda. But along the way you have to find the armour belonging

to the legendary Knight of Diamonds. It is a six level dungeon and is for characters from 13th level up-

The Legacy of Llylgamyn is a different story. For a start, the characters you have turned into superheroes during the time you have spent playing the first two scenarios die instantly upon entering this scenario. However, all is not lost because you become the descendants of the characters from the earlier scenarios.

I'm afraid that this means your level 45 thieves are reduced to level one thieves again and you have to go back to Boltacs to buy new equipment but your ancestors have bequeathed talents to you, such as highish requisites and high hit points.

The quest in this scenario is to remove a mystical orb from the great Dragon L'kbreth. But L'kbreth has drawn together mighty magic from both good and evil to protect it.

I have not touched on Wizardry's addictive qualities. Because the characters grow as you play, you tend to want to try and 'break the next level'. This leads to the infamous 'just one more short trip as xxx is only a few thousand points off a level'. Having shown it to the crew with whom I used to play D&D, they were so impressed that I couldn't get rid of them until 4 or 5 am in the

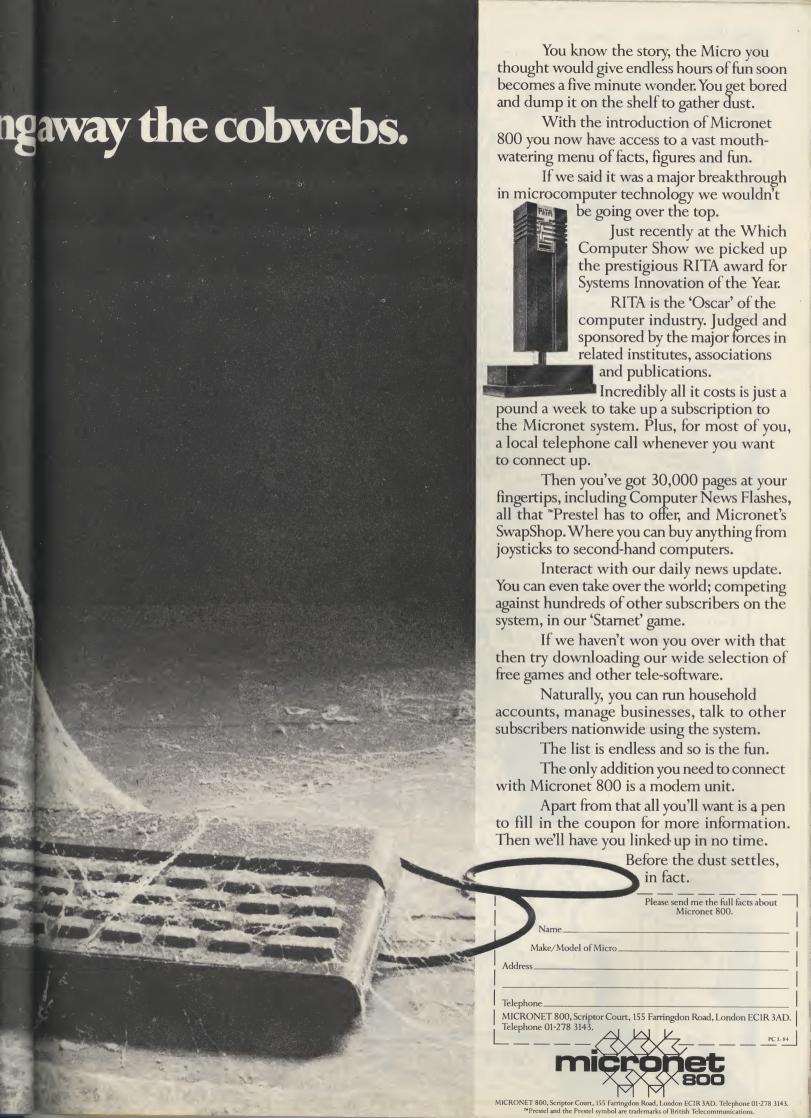
This is the future of Adventure games where players can relate to characters and each character has its own history. If this was taken into the realm of time sharing and separate groups could play in the same dungeon simultaneously, then I for one would not leave my keyboard for months. As it is, Sir-Tech have got a lot to answer for in our house.

the character who selected the op-

If they survive the battle, then they could camp to let the priest cure some of the damage to the party, swop gold or even examine or identify magic items.

As experience is gained, the party can make its way further into the dungeon where the monsters get a lot more aggressive and can do a lot more damage — until they get to the point where they have to complete the quest on which they have been sent.

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### NINE WAY CUT

It was Uncle Eugene's birthday and all the C&VG mob clubbed together and got him a cake - a really odd shaped cake. And that's where the arguments started. Everyone wanted a piece of cake with one star, one chocolate bar, one strawberry and two blobs of cream on it. No one would be satisfied with less. Uncle Eugene was getting really fed up with all the quarrels going on.

Can you divide this unusual cake into nine equal sized pieces so that each portion has: 1 Star, 1 Bar, 1 Strawberry, 2 Blobs of cream? The cutting must be

# done along the dotted lines.

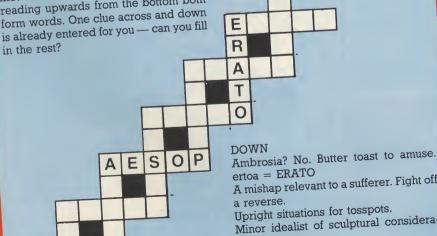
# SEVENS UP

The solution to each pretty cryptic clue is an anagram of five consecutive letters taken from within the clue itself.

The one slight snag, which may hold up entering the answers into the grid for a moment or two, is that the clues are not in any particular order, so just where each goes has to be worked out.

To help you, it happens that the seven first letters and the seven end letters, reading upwards from the bottom both form words. One clue across and down is already entered for you — can you fill

Short tales of animals that hop seawards. opsea = AESOP Palindromic clarity. Joints for unsoiled girders. Imbroglio opposed due to illness. Find a nice spot for woodcutters. Dunn soundly invaded new territory.



A mishap relevant to a sufferer. Fight off

Upright situations for tosspots.

Minor idealist of sculptural considera-

Monopoly played for light relief. From which we derive all kinds of being.

By Timeshrinker

### BY TREVOR TRURAN

### **PULLING THE** WOOL

Sluffy's gang, whose escapades were recorded in our March issue, have benefited little by being found out so easily and have again turned to big time crime

For their latest venture, they enlisted the help of their wives and headed for the South Downs for a spot of sheep stealing.

Each member of the gang played just one vital part in the master plan: stealing the lorry; holding the torch; roping the sheep; loading the fleeces; lookout and shearer

One of the gang, posing as a camper, actually strolled up to a farm and asked if they could plug in the lead to their electric razor!

When questioned later, they tried their usual ploy of mixing up truth with falsehood in the hope of confusing the police or the court. One of the men made two true statements, another told one lie and one truth and the third told two lies. Each wife acted in the same manner as her husband — either told two truths, one of each, or two lies.

### AMMER:

Basher loaded the lorry. Dora sheared the sheep.

### BASHER:

Fiona stole the lorry. Clogger was the lookout.

### CLOGGER:

Edna stole the lorry. 'Ammer was the lookout.

### DORA:

Fiona loaded the lorry. Clogger roped the sheep.

### EDNA:

Basher held the torch.

### FIONA:

Edna did the shearing. 'Ammer stole the lorry.

Can you sort out the truth about who did what and say who is married to whom?

### TREBLE CHANCE

It is at about this time of year when there is a sudden increase in moodiness. All over the country long faces can be seen pensively sucking a pencil and looking as if life has no further meaning. They all have a sense of loss but cannot quite place what is amiss.

They can be seen aimlessly watching a black television screen on Saturday afternoons.

The answer is simple — the football

											40	0
16	30		26		14		25		11		19	8
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		1		3				24				3
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9		14	29			23	-	-	-	-	-	-
	23	16		26			21		18		18	1
A	В	C	D	E	F	G	Н	1	J	K	L	

season has ground to a close and there are no more pools coupons to be filled in. We can discount that Australian summer rubbish - such long distance gambling is like chucking a milk bottle into the Pacific in the hope of catching a bar of gold!

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It is at such times that there is an outbreak of unsightly graffiti on public walls — the urge to put a cross has to be worked out somehow.

To that end, we have devised our own little Treble Chance — it may save you appearing in court on a charge of misspelling Dyslexia Rules-KO? - and you may win a prize so fabulous that it makes a pools fortune seem mere pocket money.

All you have to do is put three (yes, three) X's in three squares of our coupon.

Well, nearly all — there is a bit more to it than that. The idea is to form a CLUSTER of numbers — that is, a group of numbers joined together horizontally or vertically. There are various small clusters lying about already, such as 30, 23 and 15 left of centre.

The idea is to use your crosses to link numbers together and form a bigger cluster.

Your crosses must all be in the same cluster and there must be no dirty or devious work at the crossroads - each cross must help to make links between numbers and not just sit there doing nothing. The judge will be severe on artful dodgers.

When you have made your choice, find the TOTAL of all the numbers in your one cluster.

To get your SCORE, divide your total by how many numbers there are in the

Thus, if you put your crosses straight

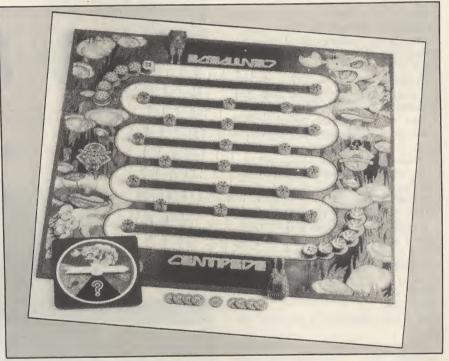
across the top edge at G8, 18 and K8, then your cluster would consist of 14, 28, 25, 14, 13, 11, 16 and 19.

The TOTAL is 140 so the SCORE is 140 divided by 8 (8 numbers) which is, yes you can use your computer, 17.5.

The aim, naturally, is to get the highest score. To enter, simply bung your personal details onto a card or letter and give the reference of the three squares you wish to fill.

Tell us what you make the total and, nice and clear please, your SCORE. Decimals count, but not more than eight places! Send the whole thing in to Treble Chance, Computer and Video Games, Durrant House, 8 Herbal Hill, Londond ECIR 5EJ and you may be lucky!

Five lucky winners will get one of Milton Bradley's wonderful boardgame adaptation of top arcade games. We've got our hands on five copies of MB's latest game based on arcade Centipede. So get puzzling and get lucky.



### **BOOK REVIEW**

Brainteasers For Basic Computers, by Gordon Lee Shiva Publishing Limited ISBN 0 906812 36 4 Price £4.95

The idea behind this slim volume (124pp) is to offer 50 puzzles which can be solved by writing a fairly short computer program.

As the author points out in his introduction, most computer books either offer a manual or a listing of games to be typed in, and they are usually machine specific.

In this book, the user is challenged to

write a program which will carry out the number crunching task posed by the puzzle.

None of the puzzles is claimed to be particularly new or original and puzzle fans will recognise some as being pretty old, such as Cannon Balls, Chuck-a-Luck and The Monkey and the Coconuts.

What is new is that the middle, and largest, section of the book gives a program listing, in pretty basic Basic, which indicates one line of attack in achieving the desired result. Thus, by trying a puzzle or two and maybe not getting very far, a study of the listing will give the novice - either to puzzling, or to programming — an easy to follow outline which will be of use in tackling other puzzles.

There is a short solution section at the end, which is really there to confirm what your program should have found.

The book is neatly laid out and there is a bonus for us all in that the listings are printed properly instead of looking like a distant copy of a listing which has been used to wrap the fish and chips.

The puzzles are of just the right type to promote an interest in programming. They do not demand too much mathematics, though a spot of thinking about the range of possible answers may well lead you to write a better program which takes less time.

Just before the listing section is a page or two intended to be helpful about using different machines. This is probably the weakest part of the book, though it is clear that the author did not want to be bogged down in a heap of alternatives and "do this on the ZX, that on your Sharp and something else altogether on your Vic".

The section doesn't actually help make string handling clear and you will have to know what your machine demands.

For instance, in the first listing we get: 130 FOR M=1 TO 5

140 FOR L=M+1 TO 6

140 IF C\$(M)=C\$(L) THEN GOTO 250.

It does not mean that C\$ is a DIMensioned array but the Mth member of the string is being compared to the Lth. For some machines at least, this would need to be in the form:

140 IF MID\$ (C\$,M,1)=MID\$ (C\$,L,1) THEN 250.

This is not mentioned in the help section.

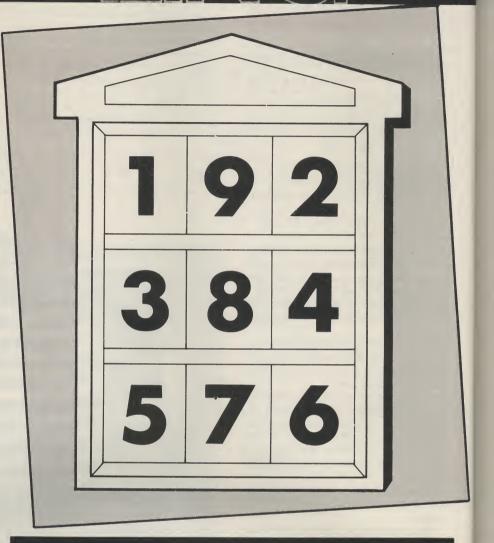
So, provided you can understand enough about programming your machine to make these small adjustments, the 50 puzzles, though they may not seem a lot for the cash, will give you many hours at your machine which will require a lot more of you than hitting Z for left, X for right and SPACE to fire!

To give you a taste of a book I would warmly recommend as the intelligent person's alternative to zapping invaders, here is one problem, with which that listing extract above is directly concerned...

The other Sunday, the hymn numbers on the board appeared as shown. It caught my eye because I saw that all the digits were different. I then noticed that the second hymn number was twice the first, and the third was equal to the first two added together.

This made me wonder if there were any other 'sets' of numbers, all different, that could be formed into three, three-digit numbers with this property.

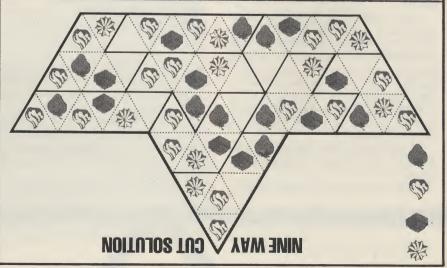
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### **SOLUTIONS**

and Dors make one couple — they told the truth both times. Basher and Flons both lied each time. 'Ammer and Edna told one lie and one truth. Ammer was the lookout. Basher held the torch. Clogger roped the sheep. Dora sheared the sheep. Edna stole the lorry. Fiona loaded the lorry. Clogger

PULLING THE WOOL





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UTIL—1 for the BBC-B

Two very useful utility programs for the BBC-B. Both tested on OS 1.0 and above. Character Define gives you a comprehensive and simple way to quickly create all manner of user defined characters. Envelope Editor will enable you to unravel the complexities of the Sound and Enveope commands, so that you can produce exactly the sounds you require.

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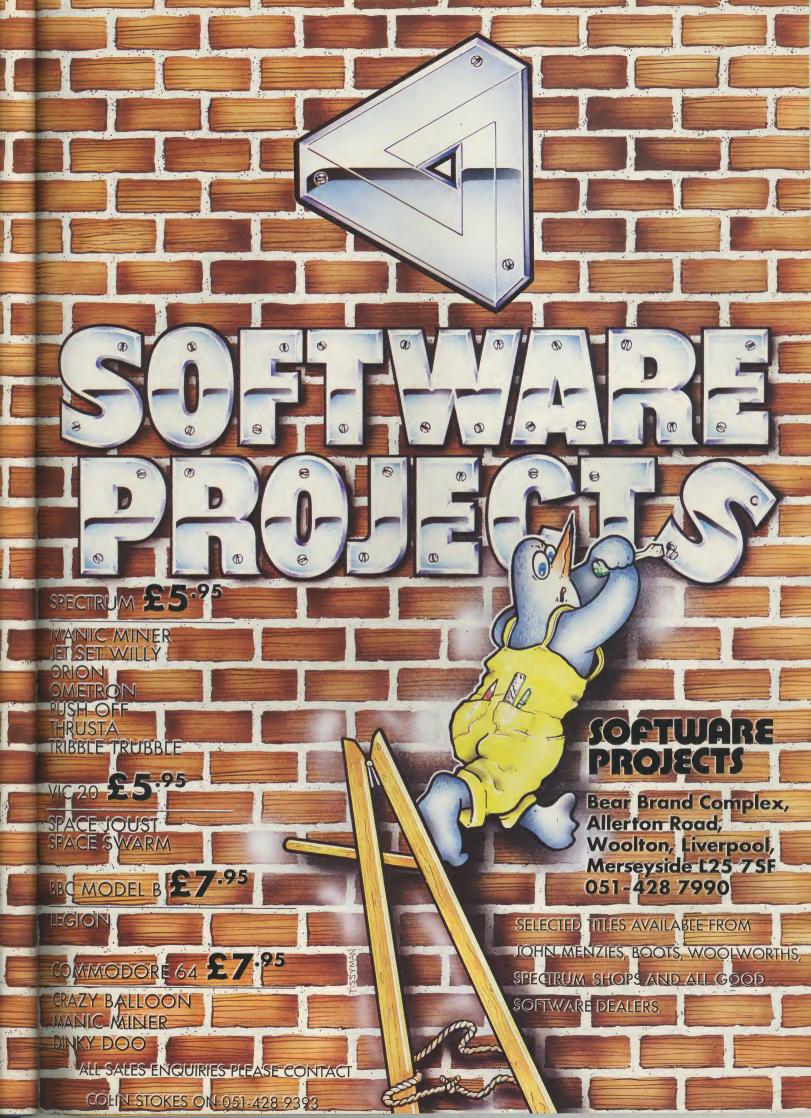




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Malcolm Evans' game for New Generation Software which set new standards for graphics on the ZX81.

#### **ZALAGA**

Space age action from Ardvark for the RRC

#### **ARCADIA**

- 1) D. Iles, Bridgewater, Somerset - 2,112,762
- 2) Andrew Milner, Hull, Humberside — 1,747,681
- 3) Fraser Watson, Sheffield, South Yorks — 952,149
- 4) D. Szewczyk, Sheffield, South Yorks — 718,176
- 5) Robert Fairman, Thorplands, Northampton — 600,119

#### ATIC ATAC

- 1) Robert Bazely, Earls Common, Droitwich - 163,680
- 2) Andrew Grimshaw, Lantern, Manchester — 162.045
- 3) Ben Williams, Kidlington, Oxon — 476,309
- 4) David Still, Pickard St, London — 137,280
- 5) Jonathan Southern, Leek, Staffs — 129,185

#### DIAMONDS

- 1) A. Janota, Coventry, West Mids — 5,701
- 2) Joe Singleton, Williow Drive, London — 4,453
- 3) J. Marshall, Clifton Estate, Nottingham — 3,854
- 4) David Gordon, Lamballe Road, London — 3,149
- 5) Clive Gregory, Denbigh Road, Hounslow — 3,197

#### **JET-PAC**

- 1) Lee Milne, Lancaster, Lancs 12,892, 750
- 2) John Thake, Ely, Cambridge 12,857,815
- 3) Alan Ball, Helens, Merseyside — 8,930,385
- 4) Jonathon Jones, Solihull, West Mids 7,306,857
- 5) Elliot Potts, Herne Bay, Kent 5,747,530

#### MANIC MINER

- 1) Daryl Unwin, Camberley, Surrey — 5,000,083
- 2) Paul Rattray, Kinnoull, Perth 2,642,037
- 3) Julian Rignall, Dyfed, Wales 2,000,923
- 4) A. Procter, Leeds 1,970,8155) Stephen Lynch, Wallasey,

Merseyside — 1,763,590

#### PARSEC

- 1) Stephen Lawson, Bramely, Leeds — 5,534,700
- 2) Grant Smith, St Albans, Hertfordshire — 4,327,000 3) Raymond Walton, Carlisle,
- Cumbria 4,091,900
- 4) Ian Cartwright, Stoke-on-Trent — 3.576.100
- 5) Brian King, Canterbury, Kent -2.483.200

#### PLANETOID

- 1) Simon Killoch, Weymouth, Dorset — 1,114,100
- 2) Richard Tipper, Chesterfield, Derbyshire 721,700
- 3) Paul Dhonan, Reigate, Surrey 696.200
- 4) Matthew Constable, Andover, Kent — 682.800
- 5) Peter Harrison, Exeter, Devon 593,550

#### THE PYRAMID

- 1) Giles Ahern, Surrey 137,499
- 2) Alastair Douglas, Northern Ireland —137,077
- 3) Joanne Thompson, Merseyside - 136,731
- 4) Scott Hamilton, Lanarkshire 136,616
- 5) Graham Phillip, Wiltshire -136,233

#### ZALAGA

- 1) Malcolm Cooke, Romsey, Essex — 850,090
- 2) Ian Stuart, Forteath, Scotland 735,620
- 3) Chris Waymark, Petts Wood, Kent — 546,690
- 4) Sunjay Jain, Normanton, Der-- 286,000
- 5) Piyush Patel, Hornchurch, Essex — 250.140

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Witness's name .....

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"Attention humans everywhere! This is Supreme Battroid Ser-20 talking at you. Hear this, you puny beings we have taken over the Computer and Video Games headquarters and won't be leaving until these people have told you the truth about robots. OK, Zac-5 Robots and androids!

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Phew! Has he gone? Good, Look, it seems as if we're going to have to tell you all about robots next issue whether we like it or not. I've got this list of things I've been told must go in and actually it looks quite - sorry, VERY — interesting.

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**EXCLUSIVE!** JOIN THE JET SET

So you've just got your copy of Jet Set Willy have you? Good isn't it? Well, did you know that Matthew Smith, the genius behind that top selling C&VG Golden Joystick Award winning game, Manic Miner, and the long awaited sequel, Jet Set Willy, has been working on a top secret project for Computer & Video Games magazine? You didn't, did you? Well, now all can be revealed.

We've persuaded Matthew to write a special Miner Willy game just for C&VG readers! Matthew has delved into his imagination to bring you an exclusive, action-packed Miner Willy adventure. And all you have to do to get it is buy the June issue of C&VG.

This is the first of several games written for us by the country's top games programmers. Watch out for an exclusive PiMan game in July with

robot for a pocket money price! Yes, we've got our hands on some plans these gentlemen brought with them for a little computer-controlled robot that will amaze all your friends! Watch out for the diary of a robot in the next issue of C&VG - better than Coronation Street any day.

What else is there then? Well, we might just be able to get hold of a real live robot to give away in yet another of our wonderful competitions. And we're bound to be giving lots of other fun prizes away too! Just you wait and see.

There will be lots of robot-type games listings too, plus all your favourite regular features and pages of news and the reviews you know you can trust!

We'll also be bringing you part two of Quo Vadis?, our brand new play-by-mail treasure hunt puzzle. You can win yourself a wonderful Coleco Adam micro-system

new computer comes complete with everything you need to get started in style - including a printer and discdrive.

Then we take another look at our new Games Software Top 30 brought to you by C&VG, the Daily Mirror and NOP Market Research.

This chart is the first and only truly independent top 30 chart — so you'll be able to discover just who is really number one in the world of computer games. Beware of all other imitations!

Don't forget, for the most up-todate chart news, watch out for the Daily Mirror's chart rundown every fortnight.

Look, I'm going to have to push off now. That irritable robot is on his way back, shouting about the office Pet.

He seems to think we've been ill-treating it by making it deal with the Seventh Empire . . .



So, discover what Miner Willy does next in the June issue of Computer & Video Games — the magazine that brings you the best games action around!

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Two things which make a micro are hardware and software. Software is the part you can't see the program, recorded on tape or disk. Hardware is that part that you can see — the computer itself, disk drives, the cassette recorder, a printer. Anything which you plug into your micro to add certain facilities or functions is called a peripheral.

In February's C&VG we de-

cided that it was about time we looked at some of the hardware which might interest the gamesplaying micro-owner.

Since then, a lot more add-ons have been released, so we've decided to make Extra Bits a regular feature.

You'll find all the latest hardware releases in these pages every three months, just to prove that we know there's more to the hobby than software.

So if there's anything that you think deserves a mention and perhaps a review on these pages, then drop me a line with some details.

If you're already in with the communications revolution then you may be a member of Micronet. If so, write to me via Mailbox. My account number is 012 786 556.

#### **NOT THE ZX83**

A lot has happened for the games player since February. One of the most interesting and closely-watched launches was Sinclair's new micro - the QL. The initials stand for Quantum Leap which sounds like it should mean enormous but, in fact, means quite the reverse. A quantum leap is the smallest possible.

Maybe Clive doesn't mean it's a giant leap forward at all. Perhaps he thinks it's only a small step down from, say, an IBM PC which costs many times more. Indeed the free software which comes on microdrive cartridge with the QL will soon be made available to IBM owners, at a cost of around £800.

Although Nigel Searle, Sinclair's Managing Director, said at the QL's launch that the machine was aimed at small businesses and not at the games market, many software houses are realising how good a machine the QL will be for writing games on.

It's very fast. It has 128k of RAM; enough to store a very large arcade game, and for adventure freaks, the 800k of space available on microdrives could bring some of the traditional adventures out from the massive mainframe computers and onto a home micro for the first time.

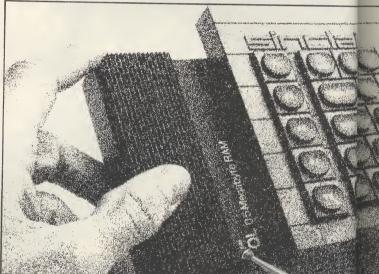
SPECTRUM INTO QL WILL GO

Software house Joe the Lion is currently working on a Spectrum emulator for the QL. This, we're promised, will allow you to load and run Spectrum games on your new OL.

The adaptor to handle the cassette input (the QL works only on microdrives) plus the software will cost around £25.

Launched in February amidst great anticipation, the QL is still pretty scarce. Speaking at its launch, Nigel Searle said he was confident that the machine would, like the Spectrum and ZX81 before it, sell a million.

If the amount of unfulfilled orders is anything to go by then his hopes should be realised.



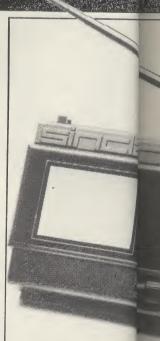
#### MONITOR YOUR SPECTRUM

Spectrum owners unhappy with the quality of the display which the machine produces on a normal television can now use a professional monitor, but luxury comes at a price.

There are two ways of linking a Spectrum to a monitor. Microvitec, well known maker of display monitors and given much publicity on the BBC's Computer Programme, now has a monitor especially for the Spectrum.

And if you think you may ever outgrow your trusty little micro with rubber keyboard, then it'll also fit a QL. It's a standard monitor in a black case to match Sinclair's fairly uninteresting colour scheme.

As well as having standard connections for a BBC and QL (which has normal RGB output to drive standard monitors), it is also the first to have the added circuitry inside to accept a con-



nection straight from the Spectrum's edge connector.

Although a video signal is available from this connector, it is not in the correct form to be used by a monitor and until now no-one has converted it.

The Microvitec product in question is the 1431 and it costs £286, which is around £35 on top of the basic Beebonly model. This covers the extra chips and things to handle the Spectrum.

#### IT'S A MIRACLE

If £35 for a few chips sounds a little expensive to you, then you obviously haven't heard of the Miracle Systems MI3 interface.

It's a fairly large black box which you plug into the back of the Spectrum. It then has a socket on the outside to allow a normal RGB monitor to connect to the machine in the same way as the BBC. In effect, this machine has the same circuit as the special Microvitec monitor but fits on the Spectrum directly instead.

As an added extra, it also contains a sound amplifier. A volume knob on top

is provided to keep the neighbours happy and the box takes all its power and signals from the edge connector. And so it should — at a cost of just over £70. It's better value to buy the Microvitec monitor and put your ear closer to the machine. Unless of course you already have a monitor.

And talking of TVs, the new Sinclair flat screen TV is now available, but still only through mail order. It costs £79 and is a true pocket television. You can run it from a mains adaptor or a special battery. There's no connection for linking it to a computer, although such a facility would be impractical anyway and rather difficult to read.

#### RISING THERMALS

Until recently the only printer which would connect straight to a ZX81 or Spectrum without extra hardware was the official Sinclair electrostatic printer. Currently priced at £39, it's still pretty good as value goes. Problem is that it doesn't go very far where print quality is concerned. The paper's also quite

expensive and is difficult to write on.

Without opting for the expense of a professional dot matrix or daisywheel printer, there is still a happy medium to be found (Russell Grant take note) in thermal printers. These use special paper, but it's treated in a different way. It's a lot thinner, and you can write on it too. Rolls of this thermal paper cost around £1 each and, because it's thinner, you get a lot more on a roll.

There are two thermal models, distributed by Dean Electronics. Called the Alphacom 42 and 32, they cost £99.95 and £59.95 respectively.

The 32 will plug straight into a Spectrum or ZX81 and print the full graphics of the machine. As well as being easier to read than the output from Sinclair's device, it also prints faster.

The model 42 comes complete with an interface to link the printer to an Atari, Vic, 64, Dragon or BBC and prints all the graphics. Further interfaces can be plugged in and they cost £25 each. So if you've got a Beeb and a Dragon, you can link them both to the printer for a total of under £125. The Commodore

The minor Miracles WS2000 modem costs £99 + VAT. Output is via an RS 232 Din socket at the back and a lead will connect it directly to a BBC B. Software is available for other micros too.

You'll also need software to drive the modem. Micronet's own software will link you to their system, although to make full use of foreign and British bulletin boards you'll need some terminal software such as Termi, from Computer Concepts.



Billed as the world's smallest TV, the new Sinclair device features a 1½ inch screen. Power is from either a mains adaptor or special battery. Picture quality is excellent, although sound is rather distorted at louder levels. Available only through mail order the set costs £79.95. Power adaptor and batteries are extra.

This new screen technology has still to be used as the display for a computer. Until the size of the screen can be increased, this will be impractical.

version works with both the Vic and the 64, and even prints cursor control characters properly.

A couple more Commodore add-ons have arrived recently. Protek has brought out an interface which will allow you to use any tape recorder with your Vic or 64 — you won't have to fork out for the overpriced Commodore version. This box of tricks cost £9.95, and Protek is based in Edinburgh.

#### TRUE MAGIC?

Facing imminent launch from Commodore itself is Magic Voice, a speech synthesiser for the 64. It comes as a cartridge but has the expansion slot duplicated on the back, in true Sinclair style, so that you can also plug games in.

Some speech systems work on allophone systems. This splits the words up into syllables so that you can produce any word.

The Commodore unit only stores whole words, and can hold 235 of them. You can change this list of words if you can digitise your own voice. Commodore will be launching such a system in the summer, called Voicelab, which will

let you do just this. No price has been announced for this, but Magic Voice itself costs £49.95.

No doubt other software companies will produce games with built-in speech, but Commodore has started the ball rolling with "Wizard of Wor".

#### **MICRONET HITS 64**

Also due out soon for the 64 is a Micronet modem to allow you to link up to the Micronet service. Launch date for the system is mid May, and until then they'll all be hard at work preparing the Commodore 64 database of news, reviews and software.

#### DISK OR MICRODRIVE?

Since the launch of the Byte Drive 500 from ITL, you can now buy a true 5.25in floppy disk drive from your local Spectrum dealer. Based around a Shugart drive, the package includes all the necessary interfaces to link to your Spectrum and costs £245. The interface alone, which allows you to use the drive of your choice, costs around £90.

However there are a couple of problems with the device. A couple of people have told me that it's rather difficult to use and that the commands are rather complicated — especially in machine code.

Slightly more serious is the almost total lack of software released on disk for the Spectrum. This makes the sysinterest you. A driving module is now available for the Spectrum, similar in function to the add-on for the ColecoVision. It's a steering wheel contraption which plugs into the Spectrum to add reality to those road race games.

The device is produced by Spirit software which is based in London. I can't tell you anymore about the company as they don't have a phone number at the moment. But if we hear any more news about this product, then you'll be the first to know.

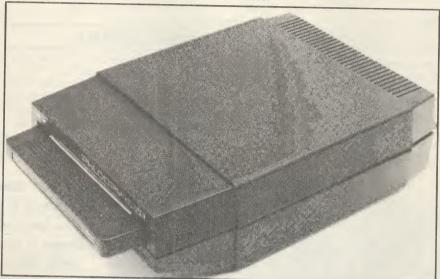
Also recently announced is an exercise bike complete with computer interface.

storing whole words, it stores syllables which you can link together to produce absolutely any word in any language.

Although this is harder to program, it is far more versatile and well worth the extra effort. You won't need any software to run the package — it's all on a ROM, so there're no tapes to load.

It does come with a cassette demo, though, complete with sample speech in foreign languages, including German and French. And the Scottish one's pretty funny too.

Sweet Talker, from Cheetah, costs £29.75.



POWER STATE ORIGINAL TO SERVICE ORIGINAL TO SE

The Phloopy tape drive is an alternative to a real disk drive for BBC owners. You don't need a DFS; the interface costs £26 and is supplied with the drive. The unit itself costs £99 + VAT and each tape holds a minimum of 100k. The system is compatible with the BBC operating system, and uses less RAM than a normal 5.25 inch disk drive. Interfaces for other micros should follow later this year.

tem an ideal buy for a programmer, but not such a bargain for the games player — unless software companies will provide ways of backing up cassette games to disk which is very unlikely in view of recent events.

#### DRIVE WITH CLIVE

If exercise is the name of the game, then these two new Spectrum add-ons will

ABITS!

The idea seems to be that you use it like a joystick. In your attempts to outrun a Pac-Man, the faster you pedal, the faster you move on screen.

Sounds quite clever, really, but rather tiring. After 20 screens of action, your legs'll probably feel a little worse for wear.

If you'd like to try your own hand (leg?), then details are from Micro Scope in Maidenhead.

#### HEARING VOICES AGAIN

Latest in the line of speech synthesisers to land on my desk is an offering from Cheetah, which comes as a little black box (don't they all) and sits on the user port at the back of a Spectrum.

Unlike the Commodore Magic Voice cartridge, this one uses a system of allophones. This means that instead of

#### MORE MODEMS

Latest news on the modem front is that Minor Miracles has brought out its world standard modem.

Although still awaiting approval from British Telecom, the company told methis afternoon that, if the customer wants one, they'll be more than happy to supply it. And at a starting price of around £118, I'm not surprised. But rest assured that the product is well worth the money.

It's beautifully made in real plastic, and features all the different baud rate settings. As well as allowing you to link up to Micronet, you can also dial up the various 300 baud bulletin board services which are run in this country.

And, if your 'phone bill can stand the pace you can try some of the foreign ones too. The modem will handle all the different rates, leaving you to worry how you're ever going to pay for all those international calls.

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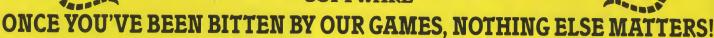
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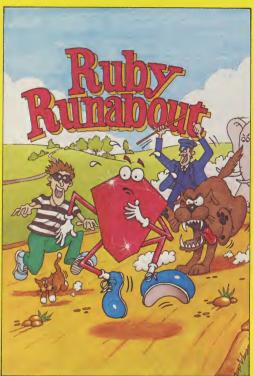
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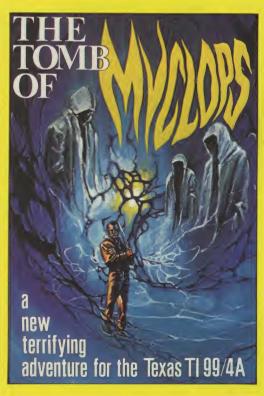




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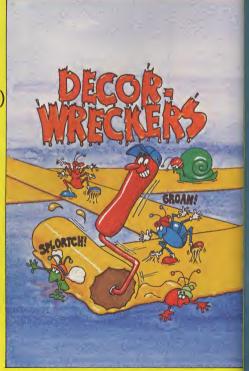




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#### TWIN KINGDOM VALLEY

Eat your heart out Bilbo! So say the adverts for *Twin Kingdom Valley*, thus immediately inviting comparison with the *Hobbit*. Presumably the reference is to the lack of space for Hobbit graphics in the BBC micro. Be that as it may!

Now there are graphic adventures and text adventures and each type has its fans. Personally, I find that the novelty of colour graphics, except where used as an integral part of an Adventure, soon wears off.

Unfortunately, the graphic adventure usually forces the player to watch the picture when the program calls for it, unlike the illustrated book, in which pictures, if any, can be perused at leisure. One up for Dan Diamond!

TKV offers the player four graphics-control options, one of which allows them to be switched off altogether. This may appeal to those who can't stand the sight of trees with red bark. Of course, the graphics are still there lurking in memory, where otherwise could be stored enhancements to the text and program.

TKV is set in a valley ruled by two kings who hate each other, an unlikely situation, if you think about it.

Your objective is to collect treasures. The locations are mountains and valleys, caves, a desert, a moor and so on.

There is also an inn which sells what seems to be a very powerful beer! The plot and setting are, in combination, nothing special. The response is quick, and the game quite interesting to play, but death comes fairly frequently and in some cases, unavoidably.

This is tiresome, as *TKV* suffers the same dire user-hostility as BBC Hobbit—die and you face a reload! That is, unless you have a saved game on tape, when you can recover to your saved position and continue. Why do they write them like this, I ask?

My advice for players of *TKV* is — save a game as soon as you start, so as to always be able to get back in. Mind you — the data saving on this game is almost as long as the initial load time, so if you don't like tape waits — avoid *TKV*!

#### HELLO HELLO!

This month the Helpline team gains another member, Simon Marsh. Simon has been a regular contributor to Helpline for some time, and you may recognise his name from these pages.

Let me tell you a bit about Paul and Simon. Paul Coppins is from Essex, and specialises in Atari adventures. Indeed, he seems to devour them at an alarming rate. With 3 Zerks and 12 Scott Adams behind him, to mention but a few, when I met Paul I was soon convinced that he was a master puzzle-solver. I look forward to timing him on Scott's new Adventures, due out later this year!

Simon lives in Surrey, and is currently studying A level Computer Science. His circle of friends includes a number of keen adventurers owning a variety of micros. Simon himself specialises in Dragon adventures, but will no doubt be craftily picking his friends' brains and taking over their micros when he gets one of your more difficult pleas for help!

Both Simon and Paul, as well as helping me to answer your pleas, will be writing occasional reviews, for an 'Adventure review extra' feature which we will be presenting bi-monthly starting next issue. Watch out for it!

The game has a random element in the placement of objects but the randomness doesn't match up to that independence of character shown by Thorin, Gandalf and Co. There — I've said it! Something good about *Hobbit*. Eat your heart out, Bug-Byte.

Twin Kingdom Valley is from Bug-Byte, for the BBC, Electron and Commodore 64, price £9.50.

#### **MISSION OM**

Not a spy saga, as one might think from the title, but another of those Spell, Damage, Strength, Armour, Energytype Adventures.

A formatted screen is used to display all the above characteristics on a points scale, with an adjacent box for inventory.

Below these two boxes the location details are displayed, and then the screen is lined off, to show the conversation below.

This display was crystal clear, and pleasing to the eye. I am not over keen on this type of game, but so far it held promise.

After a short journey, a little sprity-creature bounced down into view, and a warning siren sounded. I was about to be attacked by an Om-nivore.

This is where the energy, strength and spell points came into play. The Om-nivore's attributes were displayed in place of the inventory box, and the battle commenced.

A lot of what ensued was fairly random. Suffice to say I clubbed the little devil to death, and the cave now had the faint smell of Om-nivore droppings — presumably he had been somewhat scared of me all along.

The game has many interesting ideas, not a particularly easy vocabulary, and one annoying feature. Don't they (nearly) all?

The program takes ages to load, and then it is necessary to reverse the cassette, and read data in from the other side.

So I eventually got going. But on being attacked by a strong Stone-thingummy, another unfairly random fight ensued, and this time I lost. And as a punishment, to play again, I had to load in the data side of the tape.

Oh woe is me! Next time I played, I was feeling rather nasty and, needing one of those impossible-to-guess but well-known phrases, I typed and got the reply "I could use some of that for the roses".

Sometimes you can forgive a game its faults, can't you?! But I was left wondering why he didn't use what the Omnivore left behind!

Mission OM is for the Commodore 64 from Spectresoft, price £7.95.

BY KEITH CAMPBELL

#### HELPLINE

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64

Cheating to unravel the secrets of an Ádventure is becoming more and more sophisticated — in fact, almost a science in itself.

Peter Harrap from Doncaster has been digging deep into Hobbit, and come up with an Assembler program for the Spectrum which, he says, will save every possible position onto tape.

The tape can then be loaded as though you had actually reached any position. There are a couple of snags though — there's not enough room to print it here, and the resultant recording will occupy 2 C-60 cassettes!

A plea now, from Hywel Roberts, a regular C&VG reader from Llanfairpwll. How to reach the house without getting shot by the gamekeeper, and how to avoid getting stuck down a mineshaft without a wick in Feasibility Experiment.

Thanks to Anthony Griffiths of Llandudno, who sent in some step-by-step hints on Golden Apple, with a very amusing commentary from one who has obviously played Adventure before! He enabled me to pass on some useful information to Max Berle over in Belgium.

N. Machin of Sutterton, Lincs, keeps falling into a pit in every direction in Tombs of Xeiops. He asks is there ANY way out?

An interesting discovery has been made by Andrew Dilley of Godalming. He has been PEEKing at Pirate Adventure, and spied the message "POOF! THE GAME'S DESTROYED". Try as he might, he can't get this message to appear when playing the game. Unfor-

tunately, he doesn't mention which micro he was using at the time. Anyone else spotted this one?

Darren Evans has sent in some useful TRAAM hints, and in return asks how do you get the rod in Starcross's alien ship?

Eliot Wong is trying to squeeze through a narrow crack in Hammersmith, hopeful to catch Pegasus in Perseus and Andromeda. Can anyone help him?

The Castle from Bug-Byte is bugging Wesley Kerr of Glasgow. How is it possible to defeat the werewolf, what does the message in morse mean, and how does he get out of the maze he's lost in?

The Ofnir, first quest to be completed in Valhalla, is giving many causes for concern. Not so for Joe Hon who wrote from Amsterdam. He, like Darren Waller of Kidbrooke, has found Ofnir, so his tips, printed upside down elsewhere on these pages, should be good ones!

He and Darren are now languishing in the pits of Hell, trying to find Drapnir. Can anyone help them? Or can you help Philip Mawson of Barnsley to find darkness in Midgard?

Meanwhile, Darren has found another Hobbit funny. He writes that if you attempt to use the magic door (when Thorin is dead) or (Thorin not with you AND not been captured) — got it? — you will get:

Araw it! + ryecrackers, Dlake par Something drops from above and stings,

You are dead!

"Nice, huh?" asks Darren. "Is an Araw a new kind of monster?", hoping to be able to use it in a new adventure he is currently writing with the Quill!

Brendan Pollitt from Stranraer writes in with help for Andrew Kennedy and Craig Lee, who were stuck at Velnor's Lair waterfall. He can't get past it either, but (shh!), he solved the game!

Raaka Tu has reared its ugly head again! Paul Entwistle is highly frustrated! He can't get past the stone gargoyle EVEN THOUGH HE KNOWS HOW! How can he avoid falling down the pit so as to get the poisoned candle?

Those readers who have tried Snow-ball from Level 9 are writing in proclaiming it to be one of the best Adventures they have ever played. I agree, and also that the claim that the average Adventurer should complete it in about two weeks is way out!

As James Jennett of Widnes says: "Oh well, 1.30 in the morning — the night is still young!" It's going to be a long haul, chaps . . .!

A new disease is springing up amongst Adventurers, possibly incubated by the recent sudden increase in new releases.

This, according to Paul Badock of East Grinstead, is NAF, SHORT FOR Nutty Adventuring Frustration! And judging by my postbag, it's reaching epidemic proportions.

So if you are suffering from it, write to Keith Campbell's Adventure Helpline, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ, for a prescription.

If, on the other hand, you can help to relieve another's suffering, please send your cure along to the same address.

## INSIDE THE EGG...

ZOHK I

The ECC! Think hard — who would have the experience and expertise to open such a delicate device? Be nice to him, and he may help you! The Chalice! Alas, you may have to turn on your friend, unless you give him something of value.

ijiMOU

of directions you need all SEWN up by this game! You should have the sequence ESPIONAGE ISLAND

VALHALLA Enter Krank's Hall and, after killing Wear the helmet if you wish to go NW, N or NE from El Vino's.

To get to the solicitor's office, you must enter the granite maze, and then take the following directions: W,N,U,N,E.

#### LORDS OF TIME

Not a Dr Who adventure, but connected very closely to the workings of a grandfather clock! It was designed by Sue Gazzard, mother of two boys and reluctant housewife!

The design was implemented by and is the latest offering from Level 9. It has their usual format — wordy descriptions, many locations, fast response, and occasional screwed-up text decompression.

You are recommended to play this game in short bursts, and indeed, the structure of the plot lends itself admirably to short sessions. Without giving too much away, the many locations are arranged into nine separate levels, and each level can be explored independently.

In fact, it is necessary to make reconnaissance trips to see what's around, before coming to any conclusions on how best to proceed to solve the game

as a whole. If this sounds complicated, it isn't in practice, once you get the hang of moving round.

Each level of the game, which can be freely selected, has a theme of its own. One minute you might find yourself on a Viking ship — the next, playing a lute by a four-poster bed. Or trying to tame large woolly mammoths!

The logic of the fairly extensive vocabulary, does suffer some mental lapses. Too many times I seemed to get "Arfle barfle gloop?", Level 9's standard reply to what the program decides is rubbish and, when aboard the Viking ship, EXAMINE SHIP elicited the response "You can't see a moored Viking longship with a fierce dragon prow". A box of matches, when checked, contained "4tches".

But it would be churlish to carp too much about this, as the game is a light-hearted one which is fun to play, not too difficult to progress in, but will, I suspect, take rather a long time to complete. Who could ask for more?

Lord of Time from Level 9, for a wide range of micros, costs £9.90.



#### SOMETHING COMPLETELY DIFFERENT

It is unusual for an Adventure to offer different levels of play, but then *Crick-lewood Incident* is an unusual Adventure!

To start with, you must select a level in accordance with your ability — Utter Wally, John Travolta, Gengis Khan, Superman or Geoff Boycott.

The screen is formatted in an unusual way too. There is a section describing your location, another, your exits, and alongside this is your current state of health. Starting off as 'You feel great', this usually deteriorates fairly rapidly as the game progresses.

To move around at will is fairly difficult, due to the intervention of the fuzz, an alien spaceship, and a band of Hell's Angels. If the fuzz strike, you usually end up in a cell, but don't worry — you can walk out at will! The alien spaceship is a nuisance. After analysing you, you are usually discarded as uninteresting, but might end up anywhere.

The Hell's Angels are killers. You go into a real-time fight, with various tactical key-stroke options. These range from retreating to the use of the knee.

Travel is by bus and train — IF you can find one and have the money. And then there's that push button with the 'forbidden' sign. An open invitation, isn't it? So I fell for it!

The object of all this is to find the Holy Grail, and if I mention the words 'Yangtse', 'pointed stick', and 'yet another minute passed', those of you who have spotted the link will probably, like myself, spend more time searching for a Norwegian Blue (beautiful plumage!) than the Grail.

The Cricklewood Incident, which I played on the Dragon, together with a BBC and Spectrum version, are from Salamander Software. The game is also known as The Streets of London on the Commodore 64, and marketed by Supersoft.

I haven't played very far into it yet, but intend to go back as soon as my son lets me back on his Dragon! And if you like it — take heart — there's more on the way!

#### GET A LOAD OF THIS

Most micro-owners start off with a cassette-based system, and those who get hooked, very soon itch for a disc drive.

Their reason is usually frustration with tape loading times and errors. After all, who wants to hang around constantly trying to re-load a game that is proving difficult?

I recently suffered an incredible 18 minute tape load on a Commodore 64 only to end with a locked-up computer.

But a disc drive offers many more advantages than speed and reliability of loading. Those of you who have tried saving data to tape will realise that it is necessary to wait until the bit of tape with the particular record required passes through the tape before it can be read by the computer. A disc drive is not a sequential device like the cassette, and can access records in any sequence. This is known as 'Random Access'.

Games, particularly Adventures, can be constructed in such a way as to make use of this characteristic of discs

Thus, although it is true that any tape game can be converted to run from disc, the opposite is not the case.

I mention this because many readers write asking if there is anything intrinsically different about Adventures such as *Zork*. There is.

Zork is much bigger in size than the memory of the micros it runs on. It contains vast amounts of highly interesting and amusing text, and takes place in a relatively enormous land.

This is achieved through loading and reloading different data as the game progresses. The program is always 'resident' in the computer, but different data is read in from disc when called by the program. This depends on your circumstances and location in the game at any given time.

The speed of reading is such that, if you were not able to hear the drive cut in, you would hardly be aware that a disc access was being made. But were you to remove the disc from the drive whilst playing the game, all would be well until the program called for data from the disc. With a tape file, data cannot be read outside a set sequence.

I have a TRS-80 with a couple of drives, and Zork 1. Unfortunately, I have not been able to obtain Zorks 2 and 3. The latter games are, however, easily available for Atari and CBM micros.

Suddenly, everything happens at once.

Paul Coppins, owner and solver of all 3 Zorks, joins the Helpline (shows I pick 'em well!) and I receive one of those rare tip letters worth a million Zorkmids!

Mark Thompson from Deepcut near Camberley, has the benefit of Zorks on an IBM PC, and a Zork User-group map of Zork 1 gained on a visit to the States.

Mark sent me a copy of the map, plus hints on Zorks 1 and 2, some of which are printed upside down elsewhere on these pages. Mark took the precaution of sealing the paper and envelopes containing the tips with disc write-protect tabs. Whoever heard of READ-protecting with a WRITE-protect tab?! A risky thing to do, as I nearly destroyed the valuable tips in my feverish desire to read the contents!

So here's some news for DEC Dungeon players — Zorks 1 and 2 TOGETHER make 'Dungeon' — there is an exit from Zork 1 which leads to Zork 2. As far as I can tell, Zork 3 is an extra!

Finally — can the jewel-encrusted egg be opened? Look for my tips if you REALLY want to know! And thanks a million, Mark, for your helpful letter — without folks like you, Helpline would soon become 'Question Time'!

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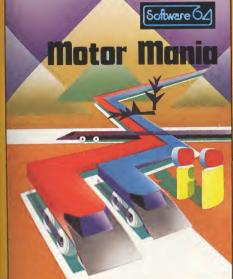
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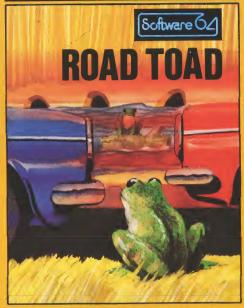


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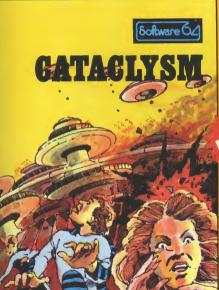


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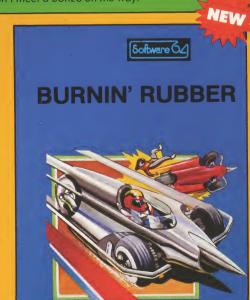
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